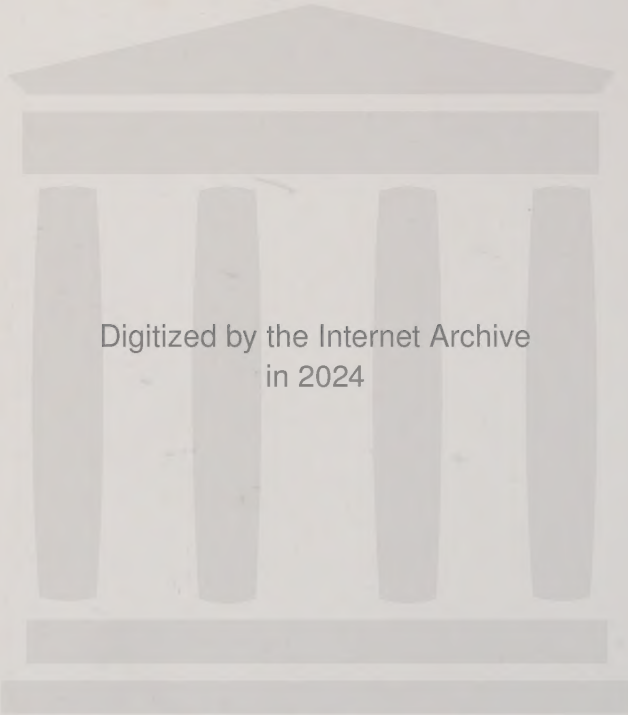


Jason R. Rich

THE LEGEND OF
ZELDA[®]
OCARINA OF TIME[™]





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THE LEGEND OF
ZELDA
OCARINA OF TIME™



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Dedication

To Mr. Shigeru Miyamoto, the creator of Nintendo's most spectacular game ever—*The Legend of Zelda: Ocarina of Time*.

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I'd like to thank my family and my two best friends, Mark Giordani and Ellen Bromfield, for their never-ending love and support. Finally, I'd like to thank you, the reader. I hope you find *The Legend of Zelda: Ocarina of Time—Pathways to Adventure* as exciting as playing the Nintendo 64 game itself.

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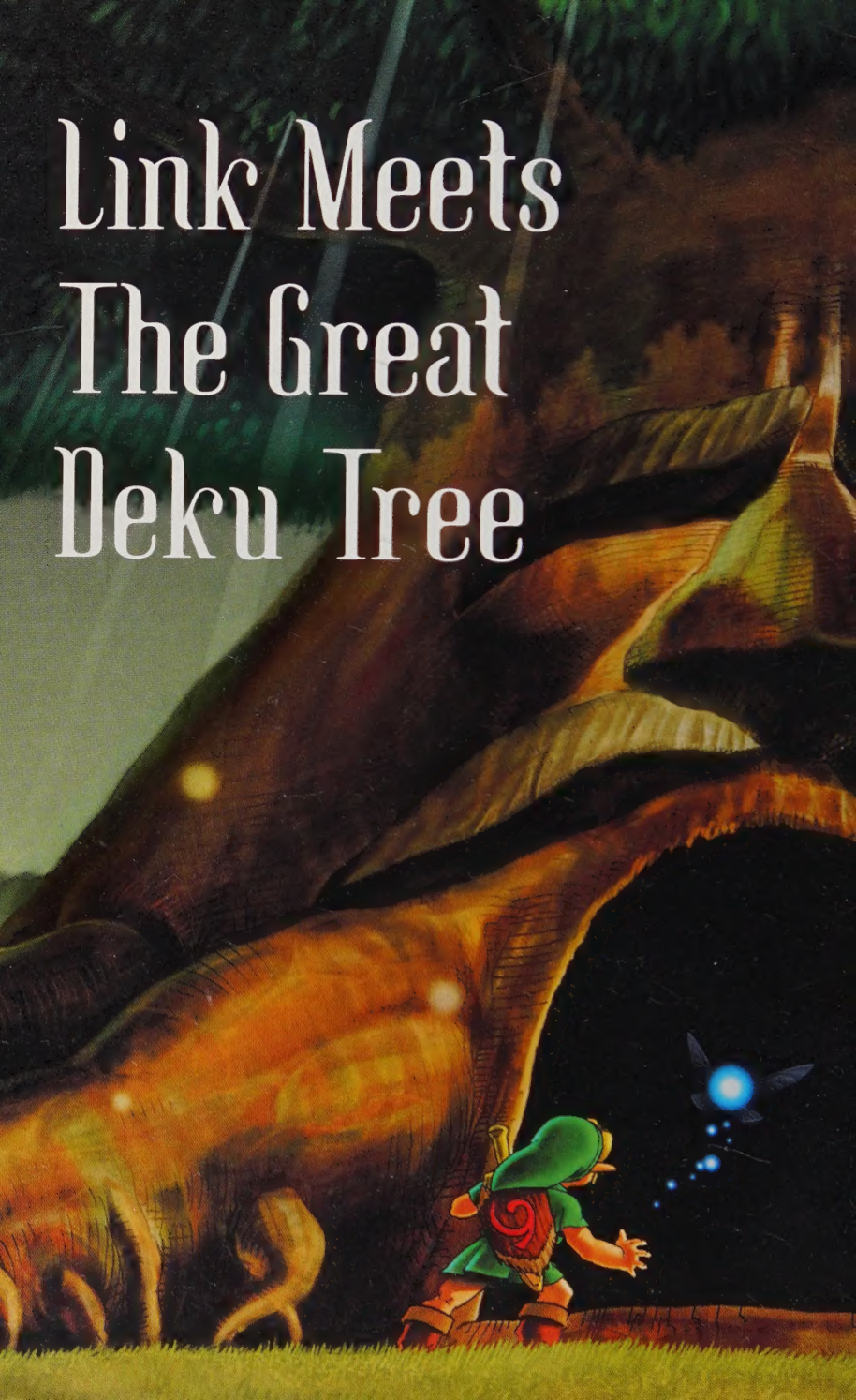


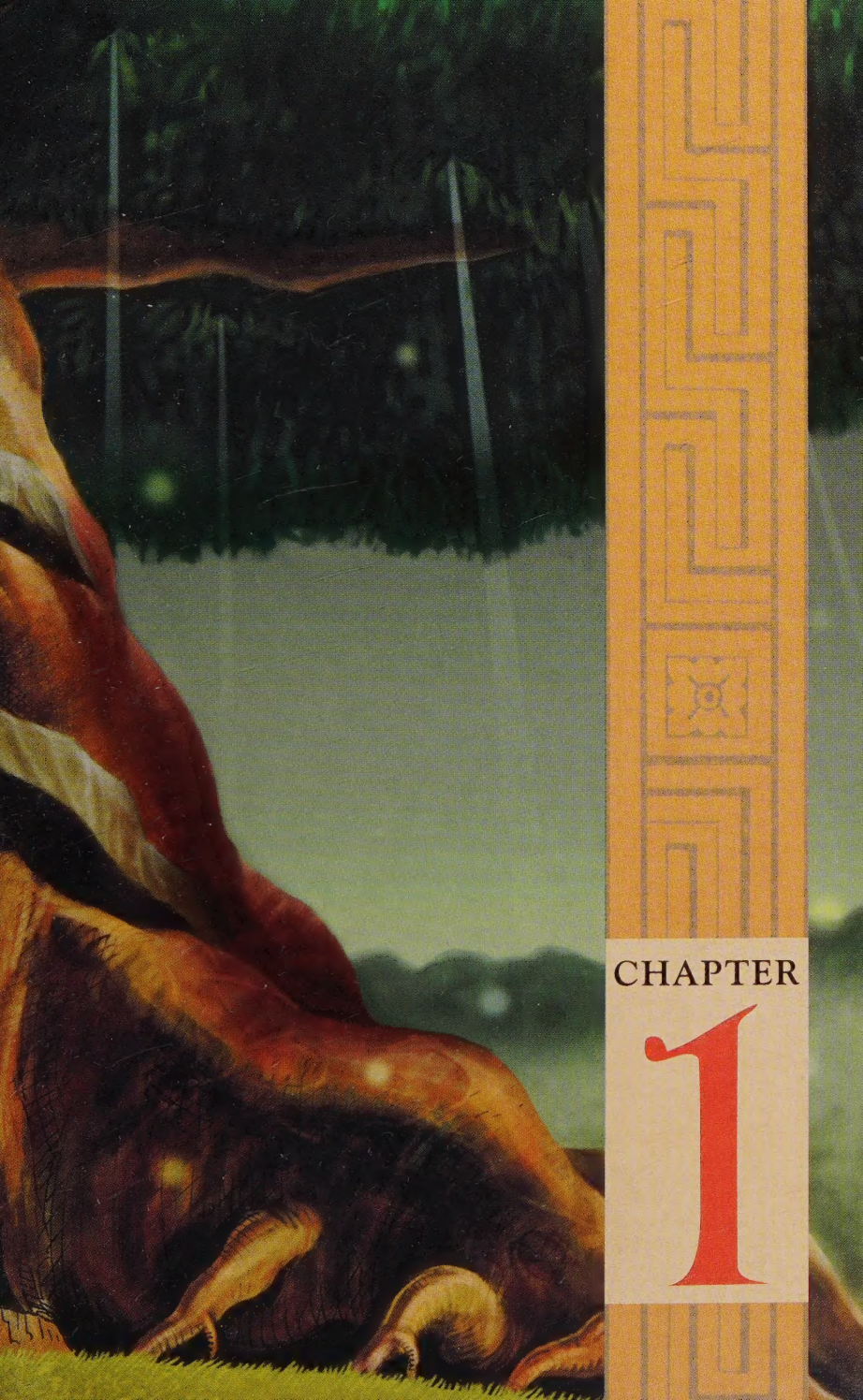
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HYRULE WORLD ATLAS

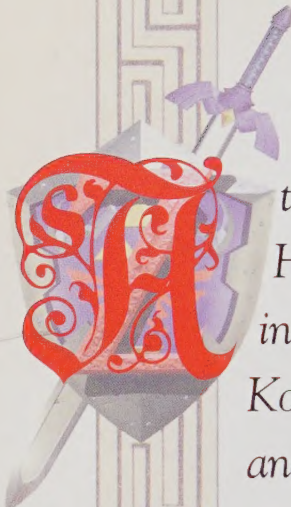
Link Meets The Great Deku Tree





CHAPTER

1



At the outskirts of the kingdom of Hyrule, beyond Kokiri Village, in a secret place deep within Kokiri Forest, stood the wise and venerable being called the Great Deku Tree.

The Great Deku Tree bestowed peace and tranquility on the people of Kokiri Village, guiding them and protecting them from afar.

The elfen Kokiris were strong, brave, inquisitive folk. At a certain age, a guardian fairy came to every Kokiri child, and remained advisor, protector, and best friend to the child for the rest of his or her days.

But one Kokiri child still didn't have a guardian fairy. Link, as he was called, was a lonely boy with few friends in the village. Everywhere he went, the other children mocked and teased him, because they all had fairies of their own.

Only the Great Deku Tree knew the truth. Of all the Kokiri people, Link was strongest, bravest, and smartest. In fact, Link was destined to save his people from the great evil now gathering force to descend on the kingdom.

As our story begins, the Great Deku Tree has summoned a guardian fairy named Navi to his presence.

"Find Link and guide him to me," said the Great Deku Tree. "I do not have much time left. Fly, Navi, fly! The fate of the forest, nay, the world, depends upon thee!"

Navi took to the air and quickly flew through fields and over trees to Kokiri Village, and found Link asleep in his bed in the middle of the day.

"Wake up!" Navi yelled. Link rolled over and kept sleeping. Navi flew around Link's head, tickling his face and poking at his ear. "Wake up! Wake up!" the fairy yelled again.

At last Link sat up and rubbed his tired eyes.

"The Great Deku Tree wants to talk to you!" cried the fairy.

Link was delighted.

"I'm Navi," the fairy continued. "The Great Deku Tree has asked me to be your partner from now on."

Link was so happy, he leaped out of bed.



After searching Kokiri Village for Link, Navi finds him asleep in the middle of the afternoon.

“The Great Deku Tree has summoned you,” Navi said. “It’s urgent, so let’s get going!”

The pair left the house, and soon met Link’s friend, Saria. She was pleased to see that Link finally had a guardian fairy of his own.

“Now you are a true Kokiri,” she said, smiling.

Link explained that he had been summoned by the Great Deku Tree.

“That’s quite an honor,” Saria replied. “Let me know how things turn out. I’ve always known that you are not an ordinary Kokiri.”

On their way, Link and Navi stopped at the Kokiri Shop.

“Welcome!” said the shopkeeper. “For 30 rupees you can buy 30 Deku Seeds. You can shoot these seeds using your slingshot.” The shopkeeper looked down at Link.

“Oh, you don’t have a slingshot,” he said. “Well then, perhaps you’d be interested in another item, instead.”

Also on display were Deku Nuts to throw at enemies and stun them briefly, and a Deku Stick—a long, wooden branch useful as both a weapon and a tool (until it breaks). Link noticed a large wooden Deku Shield on a nearby shelf. But the shield cost 40 rupees, and Link didn't have enough.

Link resumed his journey to the Great Deku Tree. At the edge of Kokiri Village, near the forest entrance, they encountered the bully, Mido. "Hey you, Mr. No Fairy," shouted Mido. "What's your business with the Great Deku Tree? Without a fairy, you're not a real man," he laughed.

Just then, Navi landed on Link's shoulder. Mido was bewildered. "Say what?" he said in disbelief. "The Great Deku Tree actually summoned you? Why would he summon you? I don't believe it. You don't even have a Deku Shield, do you? If you want to get past me and enter the forest, you must at least have a Deku Shield and a Kokiri Sword! Now go away until you have these items."

Frustrated, Link turned and walked back into the village. He needed to find a sword to chop bushes, which would allow him to find and collect enough rupees to purchase the simple, wooden Deku Shield.

The money of Hyrule, called *rupees*, were colorful gems that lay hidden under rocks and within bushes, and were concealed in all kinds of containers.

Link went to the Forest Training Center, next to the Know-It-All Brothers' house. He leaped over the fence, crawled into a narrow cave, and, after outrunning a rolling

boulder, reached an area that held a wooden chest. Inside the chest, Link discovered a mighty Kokiri Sword.

As he wandered through the village, Link used his new sword to chop down bushes and uncover hidden power-ups and colorful rupees. He also lifted stones and tossed them to reveal more such goodies. He even found some rupees under stones outside Mido's house!

When he'd gathered enough rupees, Link returned to the Kokiri Shop to purchase the Deku Shield. The shopkeeper was happy to see him.

"This shield will help to protect you against the many dangers that may lie ahead," the shopkeeper said.

Link and Navi headed back toward the path into the forest. Mido was waiting, but this time, he allowed them to pass.

Navi led Link along the dirt path through Kokiri Forest, toward the Great Deku Tree. Along the way, Link battled hostile Deku Baba plants. To save his energy, he avoided confronting them when there might be a way to sneak around. But he also learned how to sneak up on them while they were dormant to launch his own attack safely. Link won these battles quickly because he was strong, cunning, and brave.

Before long, Link and Navi reached the Great Deku Tree.

"I am very proud of you, Navi, for bringing Link to me," the giant tree said.

Speaking to Link, the tree continued.





Link learns about his destiny from the Great Deku Tree.

“The time has come to test thy courage. I have been cursed. I need your help to dispel this evil curse. Dost thou have courage enough to undertake this task?”

Link trembled in awe, but managed to nod his head and accept the crucial task. Unknown to Link, a greater challenge than any Kokiri ever had faced lay ahead. The Great Deku Tree hoped Link’s bravery, wisdom, and strength were enough to defeat the evil forces threatening the land.

The Great Deku Tree was growing weaker and weaker. Its stout limbs had become brittle, and its leaves fluttered to the ground. If the Great Deku Tree died, the Kokiri would be alone, without protection or guidance.

An entrance had opened at the foot of the Great Deku Tree, and the tree bade Link and Navi to enter. It was very dark inside, but Link soon saw he was in a large area choked by overgrown Deku Baba plants. Link battled them one by one, receiving red hearts and weapons, including

Deku Nuts and Deku Sticks, as rewards. He also found items concealed among the plants.

Then Link climbed the nearby ladder. Following a path to his right, Link came to a large chest. He faced the chest and used all his strength to open it. Inside lay a Dungeon Map. This magical map would help him find his way.

Link studied the map, and then tucked it safely into his green-and-brown tunic. Then he entered into a nearby room. It was empty but for a Deku Scrub at the center. It began shooting Deku Nuts at Link! But instead of running, the brave Kokiri boy lifted his shield and bounced the Deku Nuts right back at the small, bushy creature.

When one of the nuts hit the Deku Scrub, it jumped up and started running around the room. Before it could return to its place at the center of the room, Link ran forward and used his sword to frighten the beast. Instead of killing the Deku Scrub, Link grabbed hold of it.

The Deku Scrub told Link that when he jumps off a high cliff, he will not get hurt from the fall if he rolls on the ground when he lands. "I can't guarantee it will work, though if the cliff is really, really high, heh heh! Well, try it if you are feeling bold!" it said.

At that, a second door in the chamber opened.

Link continued exploring within the Great Deku Tree. Soon he found another large chest. Again, he faced it and used all his strength to lift the heavy lid. Inside, he found a

Fairy Slingshot. Now Link could shoot Deku Seeds and hit faraway targets. Link carried a pouch that would hold up to 30 Deku Seeds.

Navi had sensed the presence of Big Skulltulas—large, golden spiders—within the Great Deku Tree. The fairy advised Link to use his new slingshot to defeat these spiders.

Link attempted to climb a nearby ladder next, but it was just out of reach. Using his slingshot, he shot a Deku Seed at the ladder and it dropped down. Link climbed up, with Navi close by, and at the top they found an unlocked door. He then came to a second unlocked door and passed through it.



Link must discover how to break through the web that covers the hole in the ground.

Soon Link found himself back in the tree's main area. A giant hole in the floor was covered over with a spider web. Link stood on the web and tried to cut it with his sword.

"Instead of using a weapon, I must find another way to break apart this web," he thought.

Grabbing a wall vine, Link climbed up and followed the path along the ledge to a room with a floor switch. Stepping on the switch started three platforms moving. Carefully hopping from one platform to the next, Link reached a nonmoving platform at the far side of the room. It held Deku Baba plants and another large chest. Quickly, Link used his sword to defeat the evil plants. When he opened the chest, he found a Compass inside. Used with his magical map, this special Compass would reveal where other treasure chests were hidden, and where he could find some of the enemy creatures that would threaten him on his journey.

Then Link noticed a locked door. Link held the tip of a Deku Stick to a burning torch nearby to catch it on fire. Then he moved the burning stick toward a second, unlit torch to ignite it. The door unlocked, allowing Link and Navi to pass through.

"We should return to the main room where that large hole in the floor covered by a web can be found. I have a strong feeling that we must travel through that hole," Navi advised.

So the two returned to the main chamber in the Great Deku Tree. Moving to the web over the hole in the floor,

Link looked up and again spotted a ledge high above. Perhaps if he climbed to that ledge and then jumped off, his body would crash through the web.

“That’s a brilliant idea!” said Navi.

Link climbed the nearby vines and spider webs to the ledge, where a Big Skulltula spider awaited him. He would have to battle the spider to pass.

Whipping out his slingshot, Link took aim at the spider’s soft belly and shot two Deku Seeds. When the spider was defeated, Link walked to the edge of the ledge.

“It’s a long way down,” he said. “I hope the spider web breaks my fall so I don’t get hurt.”

From directly above the hole, Link dove off the ledge and fell right at the center of the web. The web broke apart and Link fell even farther, splashing, uninjured, into a pool of water.

Pulling himself out of the water, Link spotted a large yellow switch. He stepped on it to ignite a nearby torch. Again, he lit the tip of a Deku Stick, and then ran through the shallow water to a web-covered wall. Using his flame, Link burned away the webs and uncovered a hidden door. After killing two Gold Skulltulas and collecting some golden tokens, he passed through.

Immediately the door slammed shut behind him. Metal bars blocked the door in the far wall. In this room, he encountered another Deku Scrub. When he grabbed this one, it said, “You will never beat my brothers up ahead unless you punish them in the proper order. The order is

2-3-1. Shoot the eye above the door with your slingshot to exit.” Using his slingshot, Link shot a Deku Seed at the eye symbol over the door. The metal bars slid back, and he passed through.

The next room held a pool of water. Link spotted a switch at the bottom of the pool.

“If you jump into the water, you can dive down to the bottom and activate that switch,” said Navi.

So Link dove in and hit the switch at the bottom. The water level lowered, allowing him to jump to a moving platform and ride to the far side.

It seemed to be a dead end, but Navi noticed a stone block nearby.

“If you pull that stone block to the ledge over there, you can climb upon it and use it as a step to reach the ledge overhead,” the fairy explained.

Again, Link did as his fairy suggested. Before long, however, another barred door blocked his way. Using a Deku Stick, Link ignited all the torches in the area. The bars pulled back and the door opened.

Link and Navi traveled around inside the Great Deku Tree until they came to a group of three Deku Scrubs. Link remembered that he must defeat them in order, and so he did. A final Deku Scrub stood before a doorway.

“Beware!” it said. “Behind this door a Parasitic Armored Arachnid, called Gohma, awaits you. Use your slingshot and aim for its giant, bright yellow and red eye.”

But, as Link discovered, Deku Seeds alone were not enough. When a Deku Seed hit the creature, Link then had to run toward it and attack with his sword. After he defeated Gohma, Link received a Heart Container, which increased his health.

Then a blue light began to glow from the ground.

“Step into the light,” said Navi.

As soon as Link stepped in, he was transported outside and again faced the Great Deku Tree.

“Well done, Link!” the tree said. “Thou hast demonstrated thy courage. I knew that thou wouldst be able to carry out my wishes. A wicked man of the desert has cast this dreadful curse upon me. This evil man ceaselessly uses his vile, sorcerous powers in his search for the Sacred Realm that is connected to Hyrule. For it is in that Sacred Realm that one will find the divine relic, the Triforce, that contains the essence of the gods. Before time began, before spirits and life existed, three golden goddesses descended upon the chaos that was once Hyrule.

“These divine spirits were Din, the goddess of power, Nayru, the goddess of wisdom, and Farore, the goddess of courage,” the Great Deku Tree continued. “Din cultivated the land and created the red earth. Nayru poured her wisdom into the earth and gave the spirit of law to the world. Farore produced all life forms. The three goddesses, with their labors completed, departed for the heavens. Golden sacred triangles remained at the point where the goddesses left the world. Since then, they have become the basis for

our world's providence. The resting place of the triangles has become the Sacred Realm."

The venerable tree gazed into Link's eyes.

"Thou must never allow the desert man in black armor to lay his hands on the sacred Triforce. Although you have broken the curse that this evil man has cast upon me, I was doomed before you started. I will pass away soon, but do not grieve for me. You are Hyrule's final hope. Link, you must now go to Hyrule Castle. There, thou will surely meet the Princess of Destiny. Take this stone with you."

A green light descended from the sky and engulfed Link and Navi. Kokiri's Emerald materialized in the boy's hands.

"This is the Spiritual Stone of the Forest, now entrusted to you," the tree said. Then, as it struggled to say farewell, the Great Deku Tree died.

Link now knew he must travel to Hyrule Castle. He retraced his steps through Kokiri Forest. As Link approached the tunnel out of his village, a villager warned, "We Kokiri will die if we leave the forest." Nonetheless, Link continued, confident in the words of the Great Deku Tree.

Inside the tunnel, he again encountered Saria.

"I knew you would leave the forest someday, because you are different from me and my friends," Saria said. "But that's okay, because we'll be friends forever."

Saria handed him a gift.

"I want you to have this Ocarina. Please take good care of it. When you play it, I hope you will think of me," she said.

"I will carry this Ocarina with me wherever I go," Link replied.

Then the brave lad continued toward Hyrule Field, and on to Hyrule Castle.

* * *

The journey was a long one. Link must arrive at the castle before dark, Navi warned, or he would face many dangers in Hyrule Field.

Along the way, they met a wise owl. The owl told Link that he must locate the Princess inside the castle. As he entered, the owl warned, he must not let himself be spotted by the castle guards.

Only moments before sunset, Link reached the drawbridge into Hyrule and ran across. As he made his way toward the castle, he passed through the marketplace. There, he met a young lady named Malon who was searching for her father, Talon. He owned Lon Lon Ranch, she said, and had gone to deliver some milk to the castle.

When Link reached the castle entrance, he found the gate was locked and the guard nearby refused to let him through. He would have to find a way to sneak inside. Link returned to the marketplace and found Malon, who said, "My father must have fallen asleep inside the castle. If you agree to look for him, I will give this to you."

Malon handed Link a weird egg. Then Link noticed a vine growing on the castle wall. He climbed the vine and snuck inside.

Link explored the castle grounds; as morning approached, the weird egg that he carried hatched into a chicken! When Link finally found Malon's sleeping father, Link used the chicken to awaken him. Talon hurried home to his daughter, and Link made his way into the castle as he searched for the Princess.

Getting past the castle guards unnoticed was tricky. Link hid behind bushes, fountains, and statues, and waited for the guards to turn their backs before sneaking past. Finally, Link encountered a girl in a purple-and-white dress.

When the girl noticed Navi, she realized Link was a Kokiri boy.

"You wouldn't happen to have the Spiritual Stone of the Forest, would you?" she asked.

Link nodded.

The girl laughed, delighted.

"I had a dream," she said. "In the dream, dark storm clouds were billowing over the land of Hyrule. But suddenly, a ray of light shot out of the forest and parted the clouds. The light turned into a figure holding a green and shining stone. He was followed by a fairy. This was a prophecy telling me that someone would come from the forest. I thought you might be the one."

Reaching her hand out to Link, the girl said, "I am Zelda, Princess of Hyrule. What is your name?"

Link answered.

"Your name sounds somewhat familiar," Zelda replied. "I'm going to tell you the Secret of the Sacred Realm that has been passed down by the Royal family of Hyrule."



Link meets Princess Zelda.

The two began to talk as if they'd always been the best of friends.

"The legend goes like this," Zelda began. "The three goddesses hid the Triforce containing the power of the gods somewhere in Hyrule. It holds the power to grant the wish of whoever holds the Triforce in his hands. If someone with a righteous heart makes a wish, it will lead Hyrule to a golden age of prosperity. If someone with an evil mind has his wish granted, the world will be consumed by evil. The ancient Sages built the Temple of Time to protect the Triforce from evil ones. The Temple of Time is the entrance through which you can enter the Sacred Realm from our world. The entrance is sealed with a stone wall, called the Door of Time. To open the door, you must first collect three Spiritual Stones. You will also need to carry with you the Ocarina of Time.

"I believe the other element of my dream, the dark clouds, symbolize that man in there." The Princess pointed

to a nearby window. Link spotted a man with evil eyes. It was Ganondorf, leader of the desert Gerudos.

"The Gerudos are a band of thieves from the west," said the Princess. "He has sworn his allegiance to my father. I am not sure he is sincere. I can sense that man's evil intentions. Ganondorf must be after the Triforce of the Sacred Realm. He wants to conquer Hyrule, or perhaps the entire world. Link, we are the only ones who can stop him. That man has such terrifying power. You must not let Ganondorf get the Triforce."

"I will protect the Ocarina of Time with all of my power," Link vowed. "He shall not have it."

Smiling, the Princess said, "Please go find the two other Spiritual Stones. Let's get the Triforce before Ganondorf does and then defeat him."

Princess Zelda placed a letter in Link's hand.

"My attendant, named Impa, will guide you out of the castle," she went on. "She is the protector of the royal family."

Link bade Zelda farewell and followed Impa to the castle exit. Along the way, the tall attendant spoke to him.

"My role in Princess Zelda's dream was to teach a melody to the one from the forest. I have played this song for the Princess as a lullaby ever since she was a baby. There is a mysterious power in these notes, so listen carefully," she said.

Using her own Ocarina, Impa taught Link to play *Zelda's Lullaby*.

Then, pointing at a distant mountain, Impa said, "That is Death Mountain, home of the Gorons. They hold one of the Spiritual Stones. At the foot of the mountain, you will find my village, Kakariko. Talk to the villagers there before you proceed to where the Gorons are."

It would be a long journey from Hyrule Castle to Death Mountain. Along the way, Link stopped at Lon Lon Ranch to visit Malon and Talon. Talon gave Link a bottle of milk, and Malon taught him to play *Epona's Song* on his Ocarina.

At last, Link gathered up his belongings and proceeded toward Kakariko Village to begin his search for the Spiritual Stones.

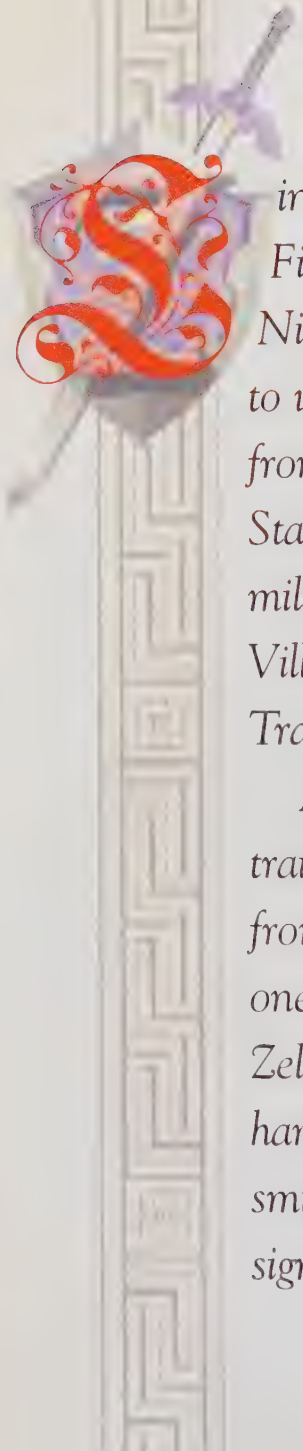


Link's Search for the Spiritual Stones



CHAPTER

2



Link continued through Hyrule Field toward Death Mountain. Night fell, and Link was forced to use his sword to defend himself from the living skeletons called the Stalchild. After a journey of many miles, Link arrived at Kakariko Village, where Death Mountain Trail began.

A soldier stood guard at the trail's entrance. Without orders from the King, he told Link, no one could pass. Link took Princess Zelda's note from his satchel and handed it to the guard, who smiled when he saw the princess's signature.

“OK, you can go,” he said. “Just be careful.”

Link and Navi followed the narrow path up the mountain. The way was dark and treacherous—Red Tektites scrambled toward Link with their spidery legs and single crimson eyes. Boldly, he conquered each armored enemy that jumped at him in attack, and soon the two continued along up the mountain without danger.

Soon they came to a sign that said “Dodongo’s Cavern.” A giant boulder sealed the entrance to the cave. A rock creature sat very still nearby. “I am one of the Gorons,” it said. “We’re the stone-eating people who live within this mountain.”

“The Gorons are starving,” the Goron said, “because they can’t enter Dodongo’s Cavern, their main source of rocks.”

“Ganondorf used his evil magic to seal the entrance with that boulder,” explained the Goron. Then he told Link to visit Goron city, farther up Death Mountain Trail.

At Goron City, Link met other hungry Gorons.

“Can you tell me where I can find one of the Spiritual Stones?” Link asked one.

The Goron advised him to seek Big Brother Darunia, leader of the Gorons, who protected a Spiritual Stone. Darunia was sad, the Goron warned, and he had locked himself in a secret room.

Link knew he must find the secret room and cheer up the Goron leader. Link explored all of Goron City in search of Darunia’s room. After a search, he located a large

stone door, but the door was locked tight. He'd learned from someone in Goron City that Darunia was moved by the sound of music, so Link took out his Ocarina and played *Zelda's Lullaby*. At once the huge stone door raised to reveal a very large, very angry Goron, the King of Goron City and leader of all the Gorons.

"When I heard the song of the Royal Family, I expected their messenger had arrived, but you're just a kid!" bel-
lowed Darunia.

Link asked what had caused Darunia's unpleasant mood.

"We've had a poor harvest of our special crop, Bomb Flowers, and we face starvation because of the rock shortage," Darunia said. "But we don't need help from strangers," he added rather stubbornly.

Link felt he must find a way to help the Gorons. He set off toward the Lost Woods and found several trails from which to choose. Navi advised Link to follow the sound of the music to find the right path.

Along the way, Link won a Deku Seed Bullet Bag when he played a target-practice game. He attached this valuable prize to his belt, and now could carry 40 slingshot bullets at once!

The music led Link to the entrance of Sacred Forest Meadow. To his surprise, he found his friend Saria sitting on a stone at the end of the meadow.

"I've been waiting for you," she said. "This is my secret place. If you play the Ocarina here, you can talk with the spirits in the forest."



Link must cheer up Darunia, King of Goron City.

Saria taught Link to play *Saria's Song*. When Link had mastered this new tune, Saria said, "When you want to hear my voice, play *Saria's Song*. You can talk with me anytime, and I will give you whatever guidance that I can to help you on your quest to save Hyrule..."

Saria's Song was a beautiful tune—so beautiful, in fact, that Link returned to Goron City to play it for Big Brother Darunia. Within moments of hearing such a lovely song, the melancholy Goron began to dance and leap around his secret room, happier and livelier than Link had ever seen him. Now that Darunia was in better spirits, Link asked him for the Spiritual Stone.

"The Spiritual Stone of Fire, also known as the Goron's Ruby, is our race's hidden treasure," Darunia replied. "I'm not going to give it to you that easily. If you want it so badly, why don't you go destroy the monsters inside Dodongo's Cavern?"

Link bravely accepted the challenge.

“To help you on this quest, take this Goron’s Bracelet,” Darunia said. “It will help you pick and use Bomb Flowers, which are special exploding plants that grow only on this mountain.”

Link accepted the special bracelet from Darunia, and then headed toward the entrance of Dodongo’s Cavern. The Bomb Flowers he had gathered were especially useful for blasting open the blocked entrance, and in no time Link was inside. Within the tremendous cave, molten lava glowed and seethed in pools on the ground.

“Watch your step,” said Navi. “Don’t touch the lava, or you will get badly burned.”

While the Bomb Flowers were useful for destroying obstacles, Link found that bomb flowers would defeat Beamos, the dreadful creatures with laser beams for eyes, as well as the other hostile creatures that dwelled in the cavern’s depths.

Through careful exploration of the cave, Link eventually discovered a Dungeon Map and a Compass hidden within chests. Not long after making these discoveries, he came to a narrow footbridge. As he crossed the rickety span, Link heard a loud roar ahead: towering walls of flame blocked his passage through the doors at the other side. But when the resourceful Link used his slingshot to shoot the eye symbol over the doors, the flames disappeared, and the pathway ahead opened. Using the Dungeon Map, Link continued and found a hidden chest containing a Bomb

Bag. This allowed him to carry as many as 20 bombs with him at all times.

Soon, Link came to what appeared to be a great statue. A nearby sign read, *Giant Dead Dodongo. When it sees red, a new way to go will be open.* It was a clue!

Link climbed to the bridge above the statue and dropped bombs into the statue's huge eyes. The statue's mouth opened to reveal a new pathway!

After a while of exploring this new path, Link came to a hole in the ground. He jumped in with a loud yell and landed in a vast, hollow area, which unfortunately housed the Infernal Dinosaur King Dodongo. Its every step shook the ground like an earthquake. The creature instantly attacked poor Link, who barely had time to throw a series of bombs into King Dodongo's mouth. After each explosion, he ran forward to launch a sword attack on the creature. After a long, exhaustive battle, Link conquered the infernal dinosaur and received a Heart Container for his victory.

Suddenly, a bright blue light shone from the ground. When Link stepped into it, he was instantly transported back to Death Mountain Trail. There, a happy, grateful Darunia greeted him.

"Thanks to you, we can once again feast on the delicious rocks from Dodongo's Cavern," Darunia said. "Kid, I like you. How about we become sworn brothers?"



*Defeating King Dodongo reopens Dodongo's Cavern.
Again the Gorons can feast on the rocks inside.*

Link proudly agreed, and for his valor, he received the Goron's Ruby, a sparkling, red gem—the second Spiritual Stone.

Darunia suggested that a visit to the Great Fairy at the top of Death Mountain might offer Link knowledge he did not yet have.

"She will power you up by teaching you the Sword Technique," he said.

Finally reaching the mountaintop and blowing open a cave, Link found a Triforce symbol on the ground. Standing on the symbol, he played *Zelda's Lullaby* on his Ocarina, which summoned the Great Fairy. When she appeared, she cast a magic spell on Link.

"You have now mastered the secret Sword Technique of the Spin Attack," she said. "You must charge up this attack before using it. Pay attention to your green Magic Meter."

With a laugh, the Great Fairy disappeared as quickly as she'd appeared, leaving Link and Navi alone atop Death Mountain. It would be a long walk to the bottom.

Just then, Link's friend the wise owl swooped from the sky and offered Link a ride. Through the air they flew, and the great owl set him down at Kakariko Village—but where should he go from there? He played *Saria's Song* on his Ocarina to summon his reliable friend. Saria appeared in Link's mind.

"Are you collecting Spiritual Stones?" she asked. "You have one more to find. You need the Spiritual Stone of Water, don't you? The Great Deku Tree once told me that King Zora, ruler of Zora's Domain, has it." Saria told Link he must find Zora's River.

"It is the Zora who serve Hyrule's Royal Family and protect the kingdom's water source," Link's owl friend added. "The entrance to their domain won't open for anyone except for the Royal Family, so play *Zelda's Lullaby* when you reach the entrance of their domain, which is the Sleepless Waterfall."

Link and Navi left to seek the giant waterfall that would lead them to Zora's Domain. When they reached it, Link played his Ocarina, and the waters parted to unveil a cave entrance. Zora's Domain lay within the cave itself. Link entered and found a region where waterfalls crashed into lagoons of water. Following the only dry path, he came to a sign that pointed toward King Zora's Throne Room.

The King must have the third Spiritual Stone, Link thought. He entered the throne room and again played

Zelda's Lullaby on his Ocarina. Then he looked up: The King sat weeping on his throne.

"Oh, my dear, sweet Princess Ruto. Where has she gone? I'm so worried!" the King cried.

Ever the hero, Link offered to help the King find his lost daughter.

First, however, he had to prepare himself for exploring the underwater world of the Zora. On meeting a beautiful white Zora in a pool of water, Link agreed to play the Diving Game. When he met this challenge, he acquired the Silver Scale that allowed underwater breathing for up to six seconds—a useful thing for a warrior to know!

Using this new ability, Link traveled through an underwater tunnel to Lake Hylia. As he explored the area, he found a bottle. The note inside said, "Help me. I'm waiting for you inside Lord Jabu-Jabu's belly."

And it was signed, "Princess Ruto"!

Link returned to the King immediately and showed him the note. Jabu-Jabu had been acting strangely ever since Ganondorf arrived, the King said.

"Please find my dear Princess Ruto immediately." The King moved to one side of his throne to reveal a pathway to Zora's Fountain, through which Link passed.

At the other side of this short passageway, one of the Zoras had previously informed Link that, to open Jabu-Jabu's mouth, he must catch a fish and feed it to the creature. And so he did. When Jabu-Jabu opened his mouth to eat the fish Link offered, Link himself was sucked in.

So began Link's search for Princess Ruto inside Jabu-Jabu's great, red, slimy belly. There he fought the Biri and Bari jellyfish creatures, and used his slingshot to shoot yellow objects overhead to open up new passageways.

After much exploring inside the cavernous belly, Link finally found Princess Ruto. She was tomboyish and stubborn, and to Link's surprise, she didn't want to leave. He told her he'd found the bottle with her note.

"I don't know what you're talking about," Princess Ruto replied. "My father is worried about me? I don't care!"

She began to complain to Link about a precious stone she had lost, but abruptly stopped in midsentence. "That's none of your business," she said.

Ruto agreed to leave with Link, but only *after* she'd found the important thing she'd lost—and only if Link would carry her on his shoulders.

And so the two roamed the insides of Jabu-Jabu. Once Link had to set Ruto down so he could battle enemy creatures native to this water-filled environment, but when he returned for her, she had vanished. As Link looked for her, he found a chest that contained a Boomerang. Link was equipped with a sword, a slingshot, Deku Nuts, Deku Sticks, Bombs, his Ocarina, his trusty Deku Shield, and now a Boomerang! All would come in handy against the Parasitic Tentacles—the wormish creatures that lived in Jabu-Jabu—and the ghostly, bubbled Shaboms.

Again, at last, Link and Navi found Princess Ruto.

"How inconsiderate," she cried. "How could you leave me behind? If you're a man, act like one! Take responsibility!"

Again Link took Ruto on his shoulders, and they continued their trek through Jabu-Jabu's great slippery belly. Before long, Link accidentally tripped, and the pair fell into a hole. Soon, Princess Ruto finally found what she'd been looking for—the Spiritual Stone of Water!

"Oh, my goodness. I finally found my mother's stone. I got upset when Jabu-Jabu swallowed it," the princess explained. "Now that I've found it, I don't need to be here anymore. Take me home."

But when Link stepped onto the area of the floor on which the Princess was standing, a great Bigocto appeared and attacked Link with its snout. Link hurled his Boomerang at the creature's nose. Then, as the Bigocto lay, stunned, Link launched swift sword attacks to finish off this enemy.

Just as Link thought he and the Princess were safe to go on, he was forced to battle Barinade, a fleshy, vile monster with large tentacles extending from its upper body. Parasitic jellyfish swarmed around the Barinade. Link threw his boomerang at the tentacles, one at a time, and then thrust his sword at the creature's lower body. After the clash, Link replenished his energy with red hearts from clay pots at the edge of the battle area.

By defeating the Barinade, Link received a Heart Container. Ruto stood in the blue glow on the ground.

When Link joined her there, the two transported out of Jabu-Jabu to a ledge.

Ruto playfully pushed Link off the ledge and into a pool of cool water.

“Well, you saved me, so I guess I’ll reward you,” she said. “What do you wish? Just tell me.”

Link requested Zora’s Sapphire—the Spiritual Stone of Water. Link was captivated by the glistening blue gem when Ruto gave it to him. “My mother gave this to me and said I should give it to the man who will be my husband,” she explained. “You might call it the Zora’s Engagement Ring. I’ll give you my most precious possession, Zora’s Sapphire.”

Now that Link had all three Spiritual Stones, it was time to return to Hyrule Castle and show them to Princess Zelda. Link bade farewell to Princess Ruto, the King, and his other new friends.

After a long journey, he approached the drawbridge into Hyrule. Just then, a speedy flash of white raced past Link. It was Princess Zelda crossing the bridge on her horse! She appeared frightened, but she managed to toss an object into the moat below the bridge. A few seconds behind her galloped Ganondorf on his own horse.

“I lost her!” he shouted angrily. “You, over there! Little kid! You must have seen the white horse gallop past just now. Which way did it go?”

Link said nothing.

“Answer me!” Ganondorf shrieked.

Link refused.

"Pathetic little fool. Do you realize whom you are dealing with? I am Ganondorf. Soon, I will rule the world!"

Ganondorf rode off into the night.

Link walked to the moat and dove into the water to find the thing Princess Zelda had thrown off the bridge. At the bottom he found the Ocarina of Time. After swimming back to shore, Link noticed that this Ocarina radiated a mystical light. As he examined it, Link heard Zelda's voice. She taught him to play the *Song of Time*.

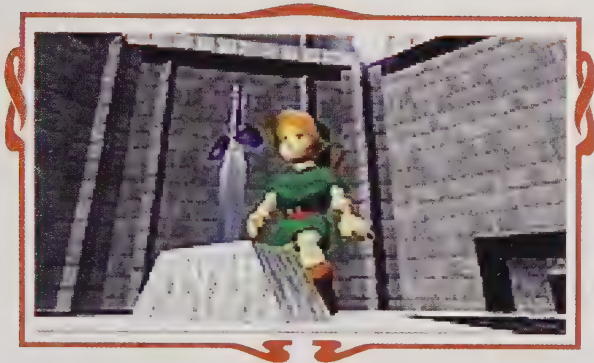
"Play this melody in front of the altar in the Temple of Time," her voice said. "You must protect the Triforce!"

Walking through Hyrule, with the Ocarina of Time and the three Spiritual Stones close at hand, Link entered the Temple of Time. Standing on the red carpet in this holy place, Link played the *Song of Time* on his new Ocarina, and the Spiritual Stones flew through the air to their places on the altar.

Unexpectedly, the Triforce symbol overhead lit up and a stone door opened. Link walked up the stone steps and passed through the doorway. He found himself in a large room. Nearby, a sword stuck out of a great stone pedestal. He walked up to the pedestal and learned this was the Master Sword. Grabbing the hilt with both hands, Link pulled the blade from the stone.

A brilliant light filled the room.

From nowhere, the image of an old man appeared.



*Link pulls the Master Sword from its stone pedestal
in the Temple of Time.*

“I am Rauru,” the image said. “We ancient sages built the Temple of Time to protect the entrance to the sacred Realm. This is the Chamber of Sages, inside the Temple of Light, which is situated in the very center of the Sacred Realm. This is the last stronghold against Ganondorf’s evil influence. The Master Sword that you pulled out of the Pedestal of Time was the final key to the Sacred Realm. Link, don’t be alarmed. Look at yourself.”

Link looked down at his body. He was no longer a young boy. He was now a handsome teenager, and no longer really looked like a Kokiri!

“It looks like you’re big now. You’ve grown up!” Navi teased.

Rauru explained.

“The Master Sword is a sacred blade which evil ones may never touch. Only one worthy of the title ‘Hero of

Time' can pull it from the Pedestal of Time. However, you were too young to be the Hero of Time. Therefore, your spirit was sealed for seven years. Now, the time has come for you to awaken as the Hero of Time. Though you opened the Door of Time in the name of peace, Ganondorf used it to enter this forbidden Sacred Realm. He obtained the Triforce from the Temple of Light, and with its power, he became the King of Evil. His evil power has radiated from the temples of Hyrule, and in seven short years, it transformed Hyrule into a world of monsters."

Rauru gazed at Link and continued.

"There is still hope. The power of the Sages remains. When the power of the Seven Sages is awakened, the Sages' Medallions will contain all of the evil power in the void of the Realm. I, Rauru, am one of the Sages. Now you, the Hero of Time, chosen by the Master Sword, must keep my spirit with you. Also, you must find the power of the other Sages and add their might to your own."

Rauru gave Link the Light Medallion, an ornament that contained the magical power of this Sage. "To save Hyrule, you must find the five remaining Sages," Rauru said. From the Sacred Realm where he met this Sage, the young hero was transported away.

"Link, we're back inside the Temple of Time. But have seven years really passed? Let's get out of here," Navi said.

Link looked at his grown-up self once again. All the weapons he'd collected as a child were gone!

As Link left the Temple of Time, he carried the Master Sword that he would use only as a grown-up. Outside the Temple, he met a handsome, blond-haired lad named Sheik.

“I’ve been waiting for you, Hero of Time,” Sheik said. “When evil rules the world, the ones awakened by the voice from the Sacred Realm dwell in the five temples—one in a deep forest, one atop a high mountain, one under a vast lake, one within the House of the Dead, and another can be found inside a Goddess of the Sand. Together with the Hero of Time, those awakened ones will seal the evil and return the light of peace to the world. You must look for the five temples and awaken the five Sages. One Sage is waiting for the time of awakening in the Forest Temple. The Sage is a girl that I am sure you know. To save the forest girl, you need another skill. Head to Kakariko Village.”

Having found the three Spiritual Stones, Link had entered the Temple of Time as a young boy and exited seven years later as a teenager—the Hero of Time. Princess Zelda was missing, and all Link knew was that he must find powerful people called Sages to help him defeat Ganondorf once and for all.

Taking Sheik’s advice, a taller, mightier Link headed back toward Kakariko Village.



Link and the Forest Temple





CHAPTER

3



Devastation lay everywhere. Instead of happy villagers, zombies wandered Hyrule's streets, hungry for human life.

The journey from Hyrule to Kakariko Village was a long one. On the way, Link had time to think over his predicament. He had spent his entire peaceful childhood within Kokiri Village. He had always been told that any Kokiri who left the forest would die, yet he remained alive. He'd also been told that Kokiri never grow up; yet, after visiting the Temple of Time, Link had transformed from child to teenager—the 'Hero of Time.' What could all this mean?

Upon reaching Kakariko Village and speaking with its villagers, Link learned that strange sounds were coming from the well near the center of town. He knew he should, at some point, climb into the well and investigate these strange noises.

Wandering on foot through the village, Link eventually entered the House of Skulltula. Here he learned about a spider curse Ganondorf had cast on many citizens. Each time Link defeated 10 Gold Skulltula spiders, one citizen could be released from a ghastly curse under which they'd been placed. By now, Link had defeated many of them, but he hadn't known what these spiders represented.

"If you break the curse, we will reward you with a special wallet that can hold 200 rupees instead of just 99," a curse victim told him.

The Hero of Time left the House of Skulltula and soon found himself standing before the dwelling place of the Great Impa. Impa wasn't home.

"The Great Impa has gone to the graveyard to seal up the tremendous creature there," a man inside told Link. "Since Ganondorf appeared, many monsters have been spotted." Link believed that the sounds from the well could have something to do with the creature that Impa was hunting in the graveyard.

Link also believed the Great Impa held some important answers, and so he went to the graveyard to find her. On his way there, Link stopped at the Bazaar and purchased a Hylian Shield for 80 rupees. This shield was stronger than his old Deku Shield, the shopkeeper told him.

At the graveyard, Link spotted a tombstone that looked out of place. Using all his strength, he pushed the heavy stone aside to reveal an underground passage. When he entered, he met an unusual angel floating in midair who challenged him to a race through the caverns. Marshaling all his energy, Link won the race, and a chest appeared nearby. Within, Link found a Hookshot—a spring-loaded chain he could cast out to snag things with.

As Link tried to exit, a large stone cube with strange markings blocked his way. But when Link pulled out his Ocarina of Time and played the *Song of Time*, the cube disappeared in a flash of blue light.

As Link climbed a nearby staircase, he heard enchanting music ahead. He followed the sound only to find a villager of middle age—a fine musician who played a music box. He taught Link to play the *Song of Storms* on the Ocarina of Time. This tune would help Link unravel the mystery of the town's water well, the man told him.

Link journeyed on, leaving Kakariko Village behind. He passed through Hyrule Field and Kokiri Forest to the Lost Woods, a boundless area dense with tall trees. The Kokiri boy guarding the entrance to Sacred Forest Meadow was the bully, Mido! He hadn't aged a day in seven years.

Mido didn't recognize the grown-up Link. To earn Mido's trust, Link played Saria's Song on his Ocarina. Mido recognized the tune immediately and allowed Link to pass.

But Navi stopped Link. He must use his Hookshot to battle attackers and move past barriers in this area, she warned.



Sheik appears, offering Link valuable advice and guidance.

Link reached a clearing that held only a tree stump, and so he paused for a moment to catch his breath. Just then, Sheik appeared.

“The flow of time is always cruel,” Sheik said. “Its speed seems different for each person, but no one can change it. A thing that doesn’t change is a memory of younger days. In order to come back here again, play the *Minuet of Forest*.” Sheik played the tune on his harp. When Link had mastered the new song, Sheik cried, “I’ll see you again!” and disappeared.

Looking around, Link spotted a ledge overhead. There seemed nowhere to go but up, so he used his Hookshot to reach the ledge quickly. From there he climbed a long vine and finally reached the Forest Temple—one of the temples the Sage that Rauru had mentioned. This temple was grand, and filled with many rooms, hallways, and concealed corridors. Somewhere within this temple, Link would encounter the second Sage.

Using his Hookshot to jump around the area, Link found a series of wooden chests that contained Small Keys. Each key unlocked one door, allowing Link into the deeper regions of the temple. Within the temple corridors, Link battled Blue Bubbles—the skull creatures with wings. Link defended himself with his Hylian Shield, and defeated the creatures using his Master Sword.

After one fight, Link encountered another, and another. He overcame the towering, parasitic Deku Babas. He battled the Wallmasters, unfavorable things that resembled restless hands. He fought with the Stalfos, deadly skeletons that carry swords and shields. After the battles, Link discovered a chest that held a Fairy Bow, which would allow Link to shoot basic arrows as well as light arrows at enemies from a great distance. A handful of arrows were also found in the chest. Along with the Fairy Bow, Link had managed to collect Deku Nuts, Bombs, the Hookshot, the Ocarina of Time, and the Master Sword as his primary tools and weapons since leaving the Temple of Time.

Link continued exploring, shooting arrows at the ghost portraits on the walls using his Fairy Bow. After acquiring the Dungeon Map and Compass from the temple chests, his quest for the second Sage became easier.

Soon he came to a door with a silver eye symbol over it. He used his Fairy Bow to shoot the symbol and open the door, and once through, found a special Boss Key there, inside a yellow-and-blue chest. Link would have to find a room with a door held shut with a golden lock and use the Boss Key to open it.

As he searched, Link discovered a room full of blocks like puzzle pieces. When Link fitted the pieces together correctly, Amy Poe appeared. She was one of four sister ghosts who appeared and disappeared in the temple. When she was visible, Link could shoot at her with his bow. Solving another puzzle brought forth Meg, the fourth Poe Sister. Meg split into multiple images, which made things more difficult for Link, as he had to determine which was the real Meg and shoot it with his bow. Clever Link had noticed that one ghost spun an extra time when it first appeared, and so he knew which one to shoot.

By means of an elevator, Link was transported to Level B2 of the Forest Temple; however, he found the door held shut by a large golden lock. Then he remembered to use his Boss Key to open the golden lock! Inside the circular, painting-lined room beyond, Link discovered a Triforce symbol on the floor. Suddenly, the Evil Spirit from Beyond, Phantom Ganon, appeared on his horse, riding in and out of the paintings. To defeat the phantom, Link would have to study the paintings and use his bow to shoot the evil phantom when it appeared. It was a major challenge.

Soon, Phantom Ganon left the paintings, entered the area where Link was, and began using potent energy bolts in a head-on attack. The Hero of Time had to repel the phantom's energy bolts, sending the projectiles back at it using his sword. This required perfect timing, but it was the only way to defeat the phantom. Finally, when the creature had weakened, Link used his powerful Master Sword, given to him within the Temple of Time, to finish it off.



Using his mighty sword, Link defeats Phantom Ganon, one of Ganondorf's evil minions.

When Link struck the fatal blow, a portion of the solid floor became a purple liquid that sucked the phantom in. The sludge then changed into a blazing blue light. The Hero of Time received his Heart Container, stepped into the blue light, and was transported to the Chamber of the Sages.

In this mystical place, Link found Saria.

"Because of you, I could awaken as a Sage," she told the surprised hero. "I am Saria, the Sage of the Forest Temple. I always believed you would come. It is destiny that you and I can't live in the same world. I will stay here as the Forest Sage and help you. Please take this Medallion."

Saria handed Link a rich green Forest Medallion. It would allow Saria to merge her supernatural power with Link's own.

By way of the sorcery of the Sages, Link was again transported, this time to the Great Deku Tree's meadow.

It lived no longer, but when Link look at the ground, he spotted a golden sprig. In seconds it grew into a small tree.

“Hi there! I’m the Deku Tree Sprout!” it said. “Because you and Saria broke the curse of the Forest Temple, I can grow and flourish. Hey, have you seen your old friends? None of them recognized you with your grown-up body, did they? That’s because the Kokiri never grow up. You must be wondering why you’re the only Kokiri to grow up. Well, as you might have already guessed, you are not a Kokiri. You are actually a Hylian. I am happy to finally reveal this secret to you.”

Link watched the sapling grow as it continued: “You were always meant to leave the forest, and now, you must learn of your destiny. You must save Hyrule. Link, you must break the curses on all of the Temples and return peace to the land.”

Navi flew close to Link to get his attention.

“There’s something strange about that cloud over Death Mountain,” she whispered. “Perhaps this should be our next destination.”

Link agreed, and so began his journey back to Death Mountain.



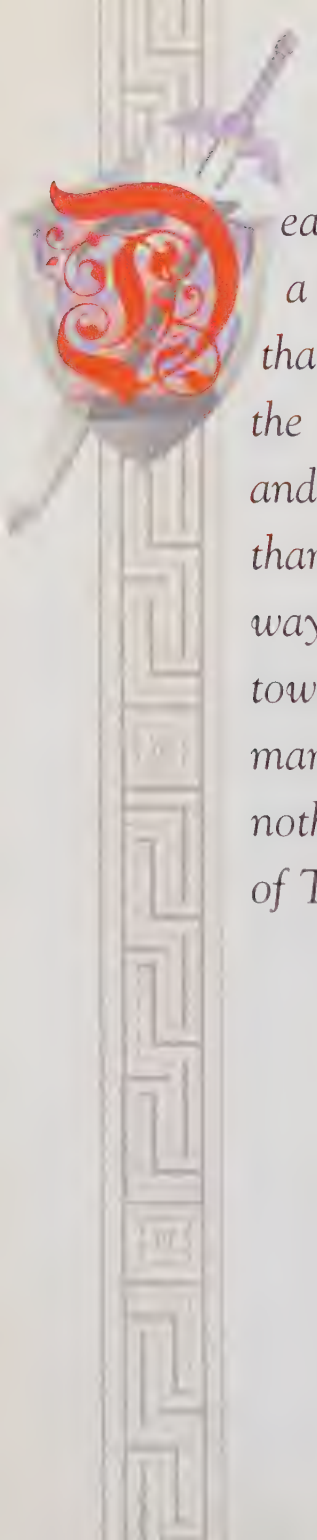
Link's Return to Death Mountain





CHAPTER

4



Death Mountain had never been a glamorous place, and now that Ganondorf had taken over, the entire region was even darker and eerier—and more perilous—than usual. As Link made his way from the Deku Tree Sprout toward Goron City, he encountered many enemies and challenges, but nothing too difficult for the Hero of Time.

After a long, arduous hike up Death Mountain, Link finally reached Goron City. He found it strangely quiet. His rock-eating friends were nowhere to be seen. Instead, a lone boulder rolled in a circle. Link carefully planted one of his bombs, which exploded to stop the rock. As the sound of the bomb's explosion faded, the rock began to speak.

"How could you do this to me?" it cried angrily. "You, you're one of Ganondorf's evil servants, aren't you?" The rock transformed into a young Goron. "I am Link, Hero of the Gorons," it said. The Hero of Time introduced himself as Link, as well.

"You must be the legendary Dodongo Buster and Hero known as Link! My father is Darunia. Do you remember him?" the Goron asked.

Link smiled and nodded.

"Dad named me after you, because you're so brave," explained the Goron known as Link. "It's a cool name. I really like it. My dad went to the Fire Temple. A dragon is inside. If we don't hurry up, my dad will be eaten by the dragon."

The Hero of Time asked the young Goron to tell him more about this deadly dragon.

"A long time ago, there was an evil dragon named Volvagia living within this mountain," Goron Link replied. "The dragon was very scary, because he ate Gorons. Using a huge hammer, the hero of the Gorons was supposed to have destroyed the beast, but the dragon appears to have returned, perhaps with the help of the evil Ganondorf."

Link asked what had happened to the other Gorons.

"Everybody was taken to the Fire Temple," said Goron Link. "While my dad was out, Ganondorf's followers came and took them all away. All of them will be eaten by Volvagia. My dad went to the Fire Temple himself to try to save everyone. Link, please help us!"

The Hero of Time readily agreed to help the young Goron rescue his father and the other Gorons. Darunia's son gave the Hero of Time a bright red, fireproof Goron Tunic. "This will keep you from getting burned as you descend into the fire-filled area where Volvagia is living," he explained.

Link replaced his green-and-brown tunic with the new fireproof one. He must visit Darunia's room within Goron City and move the statue, Goron Link told him. That would reveal a secret passage to the Fire Temple.

Heading into the heart of Goron City, Link returned to Darunia's room and dragged the large statue forward as Goron had instructed. Then he passed into Death Mountain Crater.

"Link, it's very hot down here," Navi said. "You'd better use your Hookshot to get across that broken bridge that's just ahead."

As Link approached this narrow wooden bridge, Sheik appeared once again.

"A true friendship is something that grows over time," Sheik said. "The passion of friendship will soon blossom into a righteous power, and through it you will know which way to go."

Then Sheik took out his harp and taught Link to play *Bolero of Fire*.

"This song is dedicated to the power of the heart. No matter where you are, when you play this tune, you will be transported back to this spot," he explained. With a grin, Sheik disappeared in a flash, leaving Link and Navi alone near the entrance of the Fire Temple.

Link descended a long ladder into a deep hole and entered the Fire Temple, which was marked with three fiery lights. As he passed through the doorway, Link spotted a figure on a platform.

"Who's there?" the figure asked. "Is that you, Link?"

The figure turned around to look.

"Oh, it really is you! You've grown since I last saw you." It was Darunia, King of the Gorons!

"I want to have a man-to-man talk with you," he continued, "but now's not the time. Ganondorf is causing trouble here on Death Mountain. If Volvagia, the fire-breathing dragon, escapes from the mountain, all of Hyrule will become a burning wasteland. I will go ahead and try to seal up the evil dragon."

Darunia paused, worried. "I'm concerned, though," he said, "because I don't have the legendary hammer. Link, I'm asking you a favor as your Sworn Brother. While I'm trying to deal with the dragon, please save my people. The prisoners' cells are in the opposite direction. I'm counting on you, Link."

Link agreed to help his Sworn Brother, and he set off to locate the myriad of prison cells within the flinty halls and

rooms that made up the formidable interior of Death Mountain. He soon found the first cell and freed the Goron within. Then he learned from the last prisoner that, before he could enter the room where Darunia went, he'd have to do something about the pillar stuck in the ceiling.

"Find a path that leads to a room above the ceiling right away," said the freed Goron. To do this, Link would have to discover a way to remove the pillar.

From a nearby chest, Link obtained a Small Key, which he kept with him in hopes of using it to open one of the many locked doors he was sure to come upon. The second Goron prisoner he freed gave him intelligent advice: Striking a wall with his sword would reveal which walls Link could destroy using the Gorons' Bomb Flowers, because each blow would *sound* different.

Link obtained another Small Key from a nearby chest, and then continued his search for prison cells, hopping across pools of molten lava. Link learned to somersault to roll, uninjured, past small flames.

At the third prison cell, a freed Goron told Link: "There are switches in this temple that you have to cut to activate. But you can also use the Gorons' Special Crop to do the job." The Gorons' Special Crop were the bombs that grew from the flowers, and were only found on Death Mountain.

Link grabbed another Small Key from a nearby chest and resumed his search for captured Gorons.

Few evil creatures lurked in this part of the Fire Temple. Link encountered Torch Slugs—small slug

creatures with burning flames on their backs that crawled along the ground—and overcame them easily with several blows of his sword.

Before long, he came to a vast, stone-walled maze. Which path should I take? he wondered. Whatever path he chose, he risked being flattened by the colossal rolling boulders that kept unwelcome visitors from progressing through the maze. But the Hero of Time prevailed over these awesome, threatening stones.

In time, Link located a fourth prisoner.

“When you are on fire, you can put it out by swinging your sword, or by rolling forward,” this one told him. Again, Link found a wooden chest with another Small Key inside that could be used to open one locked door. Link headed back into the stone maze, seeking more locked doors to unlock and more prisoners to free. When he found another door, he entered into a wide, open area with many ledges and raised platforms. Below lay a pool of lava. Using his bow, Link aimed and shot a silver eye symbol near the ceiling—and unlocked yet another door. After finding the Dungeon Map and then the Compass, Link found his way more easily through this extremely hot area.

The next Goron he freed said, “In this temple, there are doors that fall down when you try to open them. When one of these doors starts to fall, move! If you have a sample of the Gorons’ Special Crop, you can break it.”

Taking the Small Key from the nearby chest, Link bade the freed Goron good-bye. He trekked back to the maze, unlocked another door, and found himself on a metal grate

suspended high over a lava pit. He would have to leap from platform to platform without slipping. Falling would mean certain death.



Link navigates through a giant stone maze.

By jumping cautiously from one platform to the next, Link made his way through the area. He heard a voice calling from nearby. He found a cell, unlocked it, and freed the captive Goron.

“If you find a place that you can see on the map, but can’t reach, try playing your Ocarina,” the Goron said.

Link grabbed a Small Key from the chest nearby and continued his journey, traveling downward. Soon he came to another imprisoned Goron.

“Just ahead, you’ll find creatures that will attack you while dancing,” this one said. “Arrows won’t hurt them. Looks like you might need some of the Gorons’ Special Crop.”

Then the freed Goron ran off, leaving Link to collect the Small Key from the nearby chest.

Next, Link climbed a high wall of metal webbing that he spotted nearby, found a locked door, and used a Small Key to unlock it. He entered a tall room with many pillars. As he walked through it, sheets of flame appeared and disappeared, briefly blocking his way. With some luck, he found a floor switch. With the flick of this switch, the flames retreated long enough for him to exit through a nearby door, allowing him to safely pass into another room without getting scorched by flames.

In the center of this room, Link spied a giant flaming torch. A beguiling creature emerged from the flame, dancing. It was the Flare Dancer. Using bombs and his special sword attacks, Link attacked the Flare Dancer. When he finally defeated the fiery creature, the platform beneath him raised, elevating him to a new area.

In this new area, the Hero of Time climbed a colossal stone pillar only to find a door blocked by a wall of flame. Far below him lay a crystal switch. Aiming carefully, Link dropped a Bomb on the switch. Instantly, the flaming wall vanished, and Link passed through the door that was uncovered. Link activated a nearby switch that he had

happened upon and proceeded along a narrow stone path to a distant. Inside, he found a Megaton Hammer, the tool that would defeat the evil dragon lurking somewhere in the temple.



The Flare Dancer is one of the Fire Temple's most difficult enemies.

As Link searched the Fire Temple, he sometimes found rusty floor switches. The Megaton Hammer forced these switches to activate, unlocking more doors and revealing new passageways.

Soon, Link reached a dead end. A stone block with a strange symbol on it obstructed his path. But, remembering what the Goron prisoner had said, Link took out his Ocarina and played the *Song of Time*. With that, the slab of rock vanished, revealing a switch on the ground. Link acti-

vated the switch, which opened up a passageway below where he stood.

Link jumped down from the platform on which he was standing, and in no time, he encountered another Goron prisoner.

“A door is hidden inside the statue at the entrance to this temple, but using the Gorons’ Special Crop won’t open it,” this Goron told him. “You’ll need something stronger.”

Taking the Small Key from the nearby chest, Link made his way toward the Fire Temple entrance. He stepped onto a platform that looked like a giant switch and activated it by smashing it with his Megaton Hammer. The platform dropped down, and Link dropped, too. When he landed, he spotted a door with a golden lock. Clearly this door led to the exit, but first Link had to find the Boss Key.

To find this special key, Link followed the advice of the Goron and returned to the statue near the temple entrance. Using his Megaton Hammer, he smashed the statue to reveal a locked door. He unlocked it with a Small Key and found himself in a room with a single burning torch in the center. He grabbed the Magic Jar he found there and continued exploring until he found a room with another torch and another Flare Dancer. This time, Link used his bow, Hookshot, and sword to defeat the flaming beast.

In a nearby prison cell, Link spotted a yellow-and-blue chest. It contained the Boss Key he’d been seeking. He also freed the imprisoned Goron there.

“Please help, Big Brother,” the Goron said.

Link returned to the door with the golden lock and used the Boss Key to enter.

As he passed through the door, Link leaped to the center platform in the large room. A pool of lava lay below the platform. Suddenly the floor began shaking, and the small bridge to the center platform broke apart, trapping Link where he stood. Falling into the lava meant instant death.

It was at this time that the giant dragon Volvagia emerged from the lava and began spitting fire at Link. It flew around the room, diving in and out of the lava and assaulting Link as it passed him. Link used his bow to shoot at the dragon's head when it popped out of the lava pool and his sword to attack the mighty dragon's body when it was close.



To receive the Fire Medallion from this temple, Link must defeat the dragon Volvagia.

As the dragon flew about, molten rock jettisoned around the room—yet another danger to avoid. Link knew he must defeat the dragon to save the Gorons and himself. Gathering all his strength, he launched a series of mega-powered attacks against Volvagia by using the Megaton Hammer and his other weapons. After an exhaustive fight to the death, Link defeated the beastly dragon.

Link grabbed the Heart Container that hovered near the ground, stepped into the blue light emanating from the floor, and was transported to the Chamber of the Sages. He stood on the Triforce symbol there and again met with his old friend.

“Thank you, Brother,” said Big Brother Darunia, leader of the Gorons and Link’s Sworn Brother. “I thank you on behalf of the entire Goron race. You turned out to be a real man, just as I thought you would. By the way, I turned out to be the Sage of Fire. This must be what they call destiny. If I can help you by sealing the evil here, nothing would make me happier.” Darunia handed Link a bright red Medallion.

“This Medallion contains the power of the fire spirits and my friendship,” he explained.

The Hero of Time accepted this Fire Medallion, and Darunia’s power combined with Link’s and that of the other Sages.

Now the Hero of Time warped back to Death Mountain Crater, where Sheik had taught him to play *Bolero of Fire*. Inside, the walls were lined with solid stone.

As he crossed the narrow wooden bridge, he caught sight of two boulders blocking a doorway. Link smashed the boulders with his Megaton Hammer and entered the Great Fairy's Fountain. He played *Zelda's Lullaby* on his Ocarina to summon the Great Fairy from the magical pool of water.

"I'm going to enhance your magic power," the lovely, auburn-haired fairy said. "Receive it now! Now you have twice as much Magic Power!" With blithe laughter, the Great Fairy disappeared back into the pool.

Then Link took a moment to rest, and Navi flew near his face.

"An arctic wind is blowing from Zora's River. Do you feel it?" she asked. "We need to head toward the Water Temple, but first, we should return to Lon Lon Ranch and get a horse for you to ride. At the ranch, talk with Ingo, who will be near the corral."

When Link arrived at Lon Lon Ranch, Ingo challenged him to a horse race. If he won, Link would receive a horse. Link played *Epona's Song* on his Ocarina and summoned Epona the horse. Astride the trusty steed, Link won the race. Then he bade Epona jump the wooden fence and leave the ranch. Upon Epona, travel over plains took no time at all.

So began their journey to the Water Temple, where Link hoped to find another Sage, and to reunite with his friends, the Zoras.



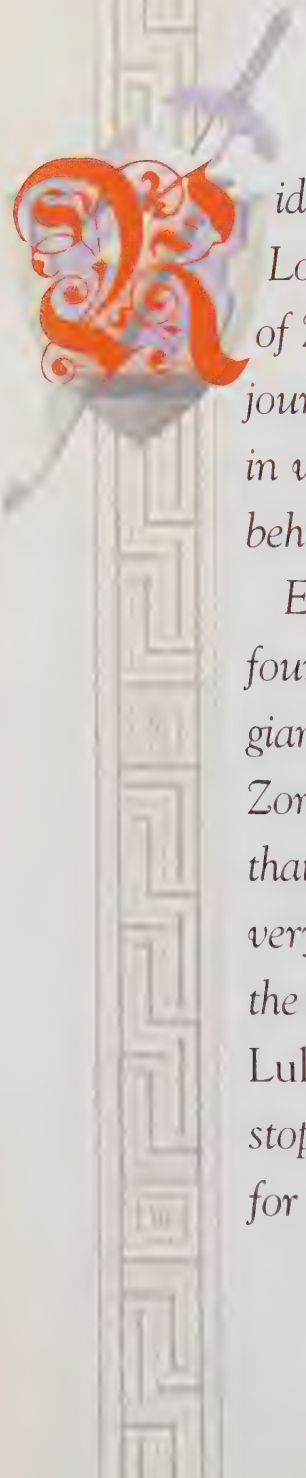
Link
Meets
the
Water
Temple Sage





CHAPTER

5



iding Epona, Link traveled from Lon Lon Ranch to the entrance of Zora's River. Much of the journey ahead would take place in water, so Link left Epona behind and proceeded on foot.

Even though it was night, Link found his way along the river to the giant waterfall at the entrance to Zora's Domain. Navi noticed that it was snowing and cold—very unusual. Standing before the waterfall, Link played Zelda's Lullaby on his Ocarina. This stopped the water long enough for Link to enter.

Something was wrong. Seven years earlier, this watery region had been warm. Now, however, sheets of ice covered everything. When Link arrived at King Zora's throne, he found the King himself frozen solid!

"This must be the evil work of Ganondorf," Link said. "We must help the Zoras."

Link and Navi passed the frozen King and entered Zora's Fountain, nearly slipping on the ice-covered ground. The water that hadn't frozen was frigid.

In what was now the Ice Cavern, Link used his sword to clear icicles from his path. He encountered ice-covered beings called Freezards that had come to life through the use of evil magic and could freeze their enemies with their cold breath. Quelling the frosty creatures with his sword was simple for the Hero of Time.

"Find the room with the Blue Fire," said Navi. "This Blue Fire isn't natural. It can be used to melt Ganondorf's strange blocks of red ice that now appear sporadically throughout this temple. Once you find the Blue Fire, you can bottle it using the empty glass bottles that you're carrying."

Reaching the Blue Fire wasn't easy, but when Link finally did, he found a chest encased in red ice sitting nearby. He used the Blue Fire to melt the ice and discovered a Dungeon Map. Thankfully, he knew finding his way would now be easier.



Link discovers that he can use Empty Bottles to store the Blue Fire for later use.

When Link encountered a wall of red ice, he used his bottled Blue Fire to melt it, and then he continued through an icy tunnel. He came to a large room where rupees floated on platforms and pillars.

“You must collect all the rupees in the room,” Navi said. “You will have to push around the blocks of ice to reach pillars and platforms that are high up.”

Doing so opened yet another locked doorway, and Link entered a room where a torch burned with a blue flame. Link once again stored some of this flame in empty bottles for later use. As Link continued through the icy tunnels, he used more Blue Fire to melt the red ice walls in his path. Before long he came to a large, open room. A White Wolfos waited there. Coated with thick, white fur, these fierce beasts had razor sharp teeth and piercing red eyes

that intimidated even the bravest of heroes. Link used his sword to defend himself. After he defeated the creature, a wooden chest appeared. It held a pair of heavy Iron Boots. They would keep Link from slipping on the ice and eventually allow him to walk underwater.

After Link put on his new boots, he turned to find Sheik gazing at him.

"We meet again," said the mysterious lad. "If you came here to meet the Zoras, you wasted your time. This is all there is. With one exception, the Zoras are now sealed under this thick ice sheet. I managed to rescue the Zora Princess from under the ice, but she left to head for the Water Temple.

"This ice is created by an evil curse," Sheik continued. "The monster in the Water Temple is the source of the curse. Unless you shut off the source, this ice will never melt. If you have enough courage to confront the danger and save the Zoras, I will teach you the melody that leads to the temple. Now listen to the *Serenade of Water* and reflect upon yourself."

Sheik took out his harp and taught the tune to Link before vanishing into air.

Link found a hole in the icy ground behind the Iron Boot chest and jumped in. He explored the frozen terrain for a long time. Eventually he returned to Zora's Domain to thaw the King, who was trapped inside a block of red ice. Link opened a bottle of Blue Fire and poured it onto the red ice, causing it to instantly melt away and revive the King.

"I've come back to life!" the King exclaimed. "Was it you who saved me? Don't be nervous. It looks like you have a hard time breathing underwater. As an expression of my gratitude, I grant you this tunic."

The King handed Link a blue Zora Tunic.

"With this, you won't choke underwater. This diving suit is adult size, so a kid can't wear it. While wearing it, you won't drown, no matter how long you stay underwater."

Link changed his clothes, and then played the *Serenade of Water* to transport to Lake Hylia, where he would find the Water Temple. He was immediately drenched with rain as he materialized on a Triforce symbol.

A stone stood nearby, inscribed with the words, "When water fills the lake, shoot for the morning light." Navi explained that the morning light referred to the sun, which at the moment wasn't shining.

Link put on the Iron Boots, adjusted his new blue tunic, and jumped into the lake. He had noticed what looked like a locked door near the bottom, which he believed would lead him to the entrance of the Water Temple. He slowly sank to the lake bottom.

Using his Hookshot, he shot at a pyramid above a locked door. This opened the Water Temple gate. Link stepped through to discover an enormous underwater area filled with vast rooms and pathways.

The door to Princess Ruto's hiding place stood between two torch posts.

“If I’m right, you’re Link!” the Princess said, smiling. “It’s me, your fiancée, Ruto, Princess of the Zora. I never forgot the vows we made to each other seven years ago, when I gave you the Spiritual Stone. Now, however, is not the time to talk about love. Zora’s Domain is totally frozen. I want to save my domain, and you have to help me. This is a request from me, the woman who is going to be your wife. Link, you have to help me destroy the evil monster in the Temple. Inside the Temple, there are three places where you can change the water level. I’ll lead the way. Follow me, quickly.”

Link followed the Princess into a cavern that held spherical, metallic enemies with sharp needles protruding from their bodies. These floating creatures were called Spikes. Defeating the first group gained Link a Dungeon Map. Link left the area and discovered a place with a Triforce symbol. He stood in front of this symbol and played *Zelda’s Lullaby* on his Ocarina to change the water level. Link adjusted the water level several times this way as he explored the Water Temple.

Soon Link dropped through a hole in the floor and found himself standing before a burning torch. He moved so the room’s other unlit torch was lined up behind the lit one. Using his bow, he shot an arrow through the flame with amazing accuracy, and the arrow caught fire as it passed through, igniting the unlit torch behind. This unlocked a nearby door.

As Link explored, he found several Small Keys and used them to unlock doors. He also learned the best way to defeat the clam-like enemy Shell Blades he encountered from time to time: when they opened their upper-shells, he shot them with his Hookshot, aiming for their pink muscle. Link also put on and removed his Iron Boots, depending on whether he needed to walk underwater or float to the surface. He also found his Hookshot extremely useful for reaching areas high above, for defeating enemies, and for pulling objects closer to him.

After much exploration, Link encountered an enemy who called himself "Dark Link." The Hero of Time was a little freaked out to be face-to-face with a totally evil, mirror image of himself. This sinister form looked like Link's dark shadow, with blazing red eyes. With their swords and shields, Link and Dark Link seemed evenly matched. Only Link's special sword-fighting techniques enabled him to beat his evil alter ego.

When he did, the locked door of the small hut behind them opened. Stepping inside, Link discovered a chest that held a Longshot—an upgrade for his Hookshot that would extend it twice as far. He took the Longshot from the chest, a valuable tool for the future. Then, upon noticing a massive stone cube behind the chest, Link played the *Song of Time* on his Ocarina, so the cube disappeared to reveal a hole in the floor, which he jumped into.

"Be careful!" Navi said. "Don't get swallowed by the Vortex."



Link confronts Dark Link and learns how powerful Ganondorf really is.

Believing that he had searched most of the temple, Link sensed that his quest in the Water Temple was drawing to a close, so he sought out the Boss Key. He carried three Medallions; he needed three more before he could face Ganondorf with any chance of defeating him in battle. Link knew that, before leaving the temple, he'd have to face a mighty enemy who would be lurking behind a locked door that only a Boss Key would open. After finding this important key, Link made his way to the door held shut with a golden lock.

Navi warned Link that the water ahead seemed strange, but Link knew he must continue. It was not long after that he met the Giant Aquatic Ameba Morpha, with its two watery arms. The arms waved about, trying to grab their prey and crushing anything they caught. The Giant Aquatic Ameba Morpha's nucleus shot out at its enemies.

This power-packed projectile attack inflicted massive damage when it struck anyone who challenged Morpha. Link knew he would have to be stealthy. Using his new Longshot, Link fought back as Morpha launched attack after attack. Link drew Morpha's nucleus close with his longshot, then used his sword. It took 10 hits with Link's sword to defeat the creature.

Link received a Heart Container for conquering Morpha. Now his energy meter held nine hearts. Now he could withstand more attacks before replenishing his energy.

Link stepped into the familiar blue light and rejoiced to find himself transported safely to the Chamber of Sages. This time, Ruto appeared.

"Link, I would have expected no less from the man I chose to be my husband," said Ruto. "Zora's Domain and its people will eventually return to their original state. As a reward, I grant my eternal love to you. Well, that's what I really want to offer, but, alas, that's no longer possible. My destiny is to guard the Water Temple as the Sage of Water. I know now that you're searching for Princess Zelda. Fear not, because she is still alive. I can sense it, so don't be discouraged. I can tell that nothing will stop you in your quest for justice and peace."

Ruto handed Link a shiny blue Medallion.

"You must take this Water Medallion," she continued.

Their powers merged. Now their spirits would be forever linked.



Princess Ruto has become one of the Sages.

Link materialized on a cliff overlooking Lake Hylia. A voice from behind said, “As the water rises, the evil is vanishing from the lake. Link, you did it!” Link turned around. It was Sheik!

“Together, you and Princess Ruto destroyed the evil monster,” said Sheik. “Once again, the lake is filled with pure water. All is as it was here.”

Link faced the lake and watched the waters rise, and Sheik vanished. A vivid sun was rising, too, and remembering what he’d read on the stone, Link shot an arrow toward the sun. A glowing object fell from the sky and landed on a platform in the middle of the lake. Link swam out to the platform and discovered a Fire Arrow. Then Link played *Saria’s Song* on his Ocarina.

Saria appeared, and she informed Link that he must travel between time periods to find the sixth Sage. Link swam back to shore and played *Epona’s Song* to summon his horse.

Epona and Link loped back to Kakariko Village, and the sight was astonishing: the town was devastated. Buildings burned all around him.

Link noticed Sheik standing alone. He was very upset. Link asked him what was wrong, but Sheik told him to back off. Just then, a strong wind lifted the two into the air and sent them crashing to the ground, knocking them unconscious.

Sheik was the first to awaken.

"Link, wake up," he cried. "A terrible thing has happened. The evil shadow spirit has been released. Impa, the leader of Kakariko Village, had sealed the evil shadow spirit in the bottom of the town's well. The force of the evil spirit, however, grew so strong, the seal of the well broke, and it escaped into the world. I believe Impa has gone to the Shadow Temple to seal it again, but she will be in great danger without your help!" Link remembered hearing of a strange noise that came from the well. Now it was time for him to help defeat the creature responsible for making the noise.

Paying careful attention to Sheik's words, Link learned that Impa was one of the six Sages, and that he must destroy the evil shadow spirit to save Impa.

"There is an entrance to the Shadow Temple beneath the graveyard behind this village," Sheik said. "The only thing I can do to help you is to teach you the melody that will lead you to the Shadow Temple. This is the melody to draw you into the infinite darkness that absorbs even time. Listen, as I teach you to play the *Nocturne of Shadow*."

After learning the new song, Link leaped onto Epona and headed for the Temple of Time. Inside this familiar temple, Sheik reappeared.

"I feel the fair wind blowing from the forest," he said. "You destroyed the wicked ghosts that haunted the temple and awakened Saria. But Saria isn't the only one who needs your help. In order to awaken all of the Sages, you must become even more powerful. You must still travel over mountains, under water, and even through time.

"If you want to return to your original time, return the Master Sword to the Pedestal of Time," Sheik continued. "By doing this, you will travel back in time seven years. The time will come, however, when you'll have to return here quickly. I will teach you how to play the *Prelude of Light* on your Ocarina. Playing it will cause you to be transported back here instantly." By going back in time, Link hoped to defeat the creature before it escaped from the well.

Sheik used his harp to teach Link to play the new song.

"As long as you hold the Ocarina of Time and the Master Sword, you hold time in your hands," Sheik said at last. "Link, we shall meet again!"

Sheik vanished, and Link replaced the Master Sword in its stone pedestal. Instantly, he found himself transformed into the brave child he had been. Again Link carried a Deku Stick, Deku Nuts, Bombs, a Slingshot, the Ocarina of Time, and his Boomerang. He even wore his green-and-brown tunic.

Link ran from the Temple of Time and returned to Hyrule Castle. There, he played *Zelda's Lullaby*. The Great Fairy who appeared gave him a magic spell—Din's Fire, a shining, scarlet orb.

"Its fireball engulfs everything!" explained the Great Fairy. "You can use Din's Fire not only to attack, but to burn things."

This gave Link the ability to launch attacks that would toast his opponents.

Next, Navi spoke. "That monster. It came out of the well in Kakariko Village. Let's go check it out!" she said.

It would be seven years before Ganondorf's evil spread across the land, and so all was as it was in Kakariko Village. Before Link reached the well, he visited the large windmill near the center of town and played the *Song of Storms* for the music man inside. This lowered the water in the well.

Link left the windmill and walked to the well. Climbing over the edge, Link descended a ladder, and then followed a dim tunnel to the bottom. There, Link battled skeleton-like creatures to ward off evil spirits.

"I can hear the spirits whispering in this room," Navi said. "'Look for the Eyes of Truth.' That's what the spirits are saying."

In this area, things were not what they seemed. Link found he could even walk through its stone walls! When Link came to a Triforce symbol, he stood on it and played *Zelda's Lullaby* on his Ocarina. This allowed him to enter a room where Dead Hand stood guard. This creature reached

out with lengthy, bony fingers and tried to grab Link to crush him. When Link defeated the creature, he gained access to a chest holding the Lens of Truth, a device that allowed him to see objects and creatures as they really were.

When Link played *Prelude of Light* on his Ocarina, he returned to the Temple of Time. There, he grabbed the Master Sword and became a teenager again. The older Link now played the *Nocturne of Shadow* and materialized in the graveyard at the Shadow Temple, just above the tomb of the Royal Family. Then he entered a room with many unlit torches. His Din's Fire magic spell ignited them instantly, and this raised the stone doorway.

The entrance to the Shadow Temple was now wide open...

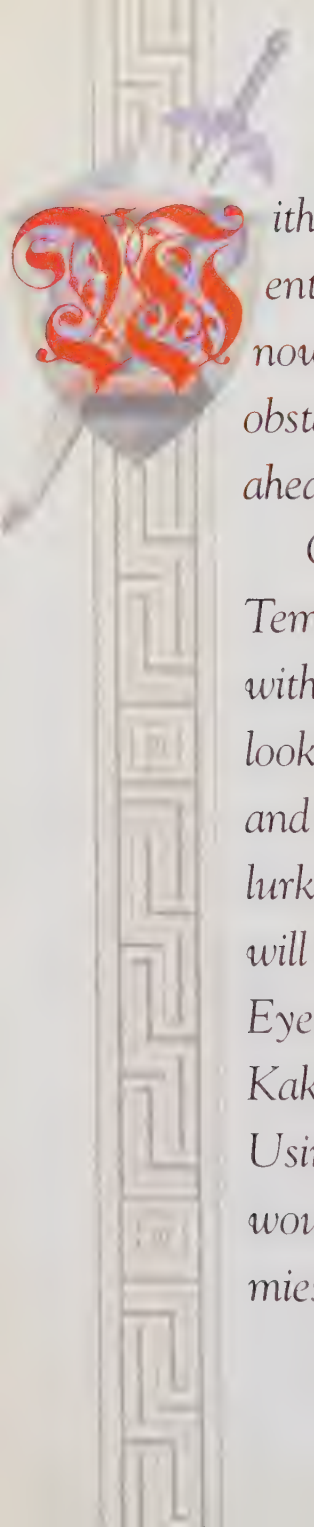


The Shadow Temple and Beyond



CHAPTER

6



With Morpha defeated and the entrance to the Shadow Temple now open, some of Link's greatest obstacles and challenges lay just ahead.

Once within the Shadow Temple, he would have to move with great caution. Things that looked real often weren't. Ghosts and other supernatural beings lurked everywhere. "The Shadow will yield only to one with the Eye of Truth, handed down in Kakariko Village," Navi said. Using this magical eyepiece, Link would be able to see invisible enemies and find crucial hidden doors.

Inside the Shadow Temple, Link found a room with a locked gate and a series of skulls on pedestals that stood in a circle around a stone statue. Looking through his Lens of Truth, he could see that only one of these skulls was real. Link walked up to the statue and turned it to face the real skull. As soon as he solved this puzzle, the locked gate rose toward the ceiling, allowing him to pass through.

A little farther along, Link came across a sign that read, “Only those who have Sacred Feet can cross the valley of the dead.” This meant that he needed a pair of Hover Boots, Navi explained, to walk across the air without falling.

Using the Lens of Truth, Link noticed a transparent wall nearby and walked through it. Here he found a chest containing the Hover Boots Navi had mentioned! Moments later, he reached a broken bridge that left a large gap across the path. Wearing his Hover Boots, he easily made his way across.

As he continued his journey, Link confronted a host of enemies—some familiar and others unlike anything he’d ever seen before. He also encountered a set of treacherous guillotine obstacles. Leaping from platform to platform with perfect timing, Link managed to keep himself from harm.

Eventually, he came upon a Triforce symbol on the Shadow Temple floor. Standing on this symbol, Link played *Zelda’s Lullaby* on his Ocarina. Bells chimed and the surface beneath him became a large ship that began to move. Suddenly, a pair of Stalfos dropped down to attack! Link fought them off with great courage, and just as the battle ended, Navi yelled, “This ship is sinking! Abandon ship!”

Leaping overboard, Link found himself standing on land with a bottomless pit blocking his path.

Soon he found himself in a large, darkened room with a deep, round pit in the center. Loud drumming noises came from the hole, and Link jumped in to investigate. Awaiting the Hero of Time was the dreaded Phantom Shadow Beast known as Bongo Bongo. This ugly creature had two long arms and giant hands that banged against the floor with a loud, thundering sound.

To reveal the monster's weak point, Link retrieved the Lens of Truth from his satchel. Peering through it, he aimed his bow at each of the creature's hands and fired. Once the arrows hit and Bongo Bongo's hands were paralyzed, Link ran up close and launched a sword attack on the Phantom Shadow Beast's large, red eye.

Using his Lens of Truth cost Link some Magic Power that required quick replenishment. Fortunately, he spotted some Magic Jars in the room and grabbed them before they could be destroyed by the creature.

By dispatching Bongo Bongo, Link earned another Heart Container. A magical blue light appeared, and he stepped into it to be transported back to the Chamber of Sages. There he was met by an extremely tall and muscular woman with arms crossed, who began to speak.

"As I expected, you have come," she said. "I am Impa, one of the Sheikah and the Sage who guards the Shadow Temple. We Sheikahs have served the royalty of Hyrule from generation to generation as attendants. However, one day seven years ago, Ganondorf suddenly attacked and Hyrule Castle surrendered after a short time. Ganondorf's

target was one of the keys to the Sacred Realm, which is the hidden treasure of the Royal Family, known as the Ocarina of Time.”



By shooting Bongo Bongo’s hands, one at a time, Link paralyzes it. Then he launches a blizzard of sword attacks at the creature’s body.

“My duty bound me to take Zelda out of Ganondorf’s reach,” Impa continued. “Princess Zelda is safe now. Soon, you’ll meet the Princess again face-to-face and she will explain everything. That is when we, the six Wise Ones, will seal up the Evil King and return peace to Hyrule. As a Sage, I must now stay here. You, Link, must go to Princess Zelda’s side and protect her on my behalf. I have put my power within this Medallion.”

Saying this, she passed the large, purple Medallion into Link’s ready hands.

“This is the Shadow Medallion,” she said. “Accepting it will enable my powers to combine with yours.”

With a flash, Link found himself standing in the rain on the Triforce symbol, back in the graveyard. Armed with this new Medallion, he walked to Kakariko Village and on to Hyrule Field, where he summoned his horse Epona and rode beyond Lon Lon Ranch toward Gerudo Valley.

As they approached a broken bridge, Epona picked up speed and leaped easily over the gap. Link wondered what had happened to the bridge, and he paused to ask a man nearby.

"I am a master craftsman," the man answered. "Those Gerudo thieves broke the bridge. I want to fix it, but all of my workers are gone. They said working as carpenters isn't cool, so they went off to Gerudo's Fortress to become thieves. I haven't heard from them since. If you're going to the fortress, would you mind finding out what happened to my workers?"

Link was touched by the craftsman's plight, so he headed toward Gerudo's Fortress in search of the missing carpenters. Once there, he snuck inside the thieves' hideout, careful all the while not to get caught by its many guards. Before long, he came upon a prison cell.

"Hey you! Look over here, inside the cell," called a prisoner. It was one of the craftsman's carpenters! "I have no idea where you come from, but you have a lot of guts to make it past all of the guards around here. All of my fellow carpenters are imprisoned somewhere within this fortress. If you can get us out of here, we'll repay the favor."

As soon as the prisoner finished speaking, a Gerudo guard wearing a bright red uniform approached the cell to

investigate. Link quickly defeated the guard and used her key to unlock the cell. Happy to be free, the carpenter excitedly introduced himself.

"I am Ichiro. Three of my fellow carpenters have been captured. Would you help them escape, too?"

Link readily agreed to search for the remaining carpenters, and Ichiro ran to safety. At the second cell, Link again defeated the guard, obtained a key, and this time freed Jiro the carpenter. The next cell contained a carpenter named Sabooro, but as Link tried to free him, the guards captured Link and tossed him into a cell. To escape, Link shot his Hookshot at a window near the ceiling and quickly hoisted himself up and out. Then, careful to avoid recapture, he returned to Sabooro's cell and freed him as well.

The fourth and final prisoner was named Shiro. When Link freed him, Shiro shared some important information: "For rescuing me, I'll tell you something interesting about the desert that I overheard the Gerudos talking about. They said, 'In order to cross the Haunted Wasteland, you need the Eyes of Truth. The Colossus is on the far side of the wasteland.' I hope this information helps you on your quest. All of us carpenters are grateful for your help!"

Then Shiro ran off. Meanwhile, from around a corner, a Gerudo guard appeared and snuck up behind Link. Incredibly, instead of attacking, she spoke.

"I've seen your fine work," she said. "To get past the guards here, you must have great skill. I used to think that all men, besides the Great Ganondorf, were useless, but now that I've seen you, I don't think so anymore. The

exalted Nabooru, our leader, put me in charge of this fortress. Nabooru is the second-in-command of the Great Ganondorf, King of the Gerudo Thieves. Her headquarters are in the Spirit Temple, which is at the end of the desert.”

“Say, you must want to become one of us, eh?” the guard asked with a smile. “All right then. You’re in from now on.” So saying, the Gerudo guard handed Link a Membership Card.

“Take this,” she said. “With it, you will have free access to all areas of our fortress. Now you can easily get into the Gerudo’s Training Ground within our hideout.”

With the Membership Card in hand, Link could move about Gerudo Fortress freely. Now that the carpenters had been rescued, he prepared to return to his quest and begin the journey to the Spirit Temple.

On his way out of Gerudo Fortress, he noticed a guard in the watchtower. Link climbed the ladder and spoke with her in hopes that he might receive a little more valuable information before beginning his journey.

“Hey, Rookie,” she said. “Are you going into the desert? I’ll open this gate for you, but you can’t cross the desert unless you pass two trials. The first trial is the River of Sand. You can’t walk across this river. Follow the flags placed there. The second trial is the Phantom Guide. Those without eyes who can’t see the truth will only find themselves returning here.”

Now ready to leave Gerudo Fortress behind, Link climbed back down the watchtower and began the first stage of his trial. To enter the desert, he was forced to negotiate the Haunted Wasteland, an area that could be

crossed only by day. He remembered the advice he'd received in the watchtower and made sure to move in a straight line, from one flagpole to the next, and avoid being overcome by the furious sand and wind.



*It's almost impossible to explore the Haunted Wasteland.
Link must stick to the path.*

Having passed this first trial, he found himself outside a stone hut. A plaque on its roof echoed the advice he'd received earlier. It read, "Those with Eyes of Truth shall be guided to the Spirit Temple by an inviting ghost."

Looking through his Lens of Truth, Link spotted a ghost and followed it to the Desert Colossus. Along the way, hideous sand creatures rose up to attack, but each time he evaded their grasp. Entering the Desert Colossus, Link ran into a dead end. When he exited, Sheik appeared as if from nowhere and taught Link a new melody, the *Requiem of Spirit*.

Entering the Colossus once more, Link spotted a pair of plaques on the wall. Reading the plaque on the left, he discovered that to proceed further he must once again become a child. The plaque on the right stated that he would also need the Silver Gauntlets to proceed. Link transported himself to the Temple of Time, placed the Master Sword back on the stone pedestal, and then returned to the Desert Colossus by playing the *Requiem of Spirit* on his Ocarina.

Now a young boy, Link entered the Colossus yet again. Inside, he discovered Ganondorf's second-in-command, the woman whom the Fortress guard had called Nabooru. She asked Link if he'd find a pair of Silver Gauntlets for her by crawling through a tiny hole. If he did this, she agreed to do something great for him.

Nabooru explained, "I'm a lone wolf thief. Though we're both thieves, I'm completely different from Ganondorf. With his followers, he stole from women and children, and he even killed people. The Gerudo race consists only of women. Only one man is born every hundred years. Even though our laws say that a lone male Gerudo must become King of the Gerudo, I'll never bow to such an evil man! Only the Silver Gauntlets will allow me to sneak deep into the temple. Once there, I'm going to steal all of the treasure inside and mess up Ganondorf's plans."

Because Nabooru really wasn't one of Ganondorf's evil followers, Link accepted the challenge and began to explore deeper into the Colossus in search of the Silver Gauntlets, which would allow the wearer to push or pull very heavy objects.

Before long, he encountered a heavily armored Iron Knuckle. Link placed his Bombchus (weapons very much like regular bombs, but with timers built in) near the Iron Knuckle, and quickly moved out of the way to avoid getting hit by the explosion. As soon as the Iron Knuckle was dispatched, Link discovered the Silver Gauntlets that Nabooru had described.

Victory was not as close as he hoped, however. When Link returned to present Nabooru with the Silver Gauntlets, he discovered to his shock that evil witches had taken her captive!

Link knew that rescuing Nabooru and obtaining the final Medallion would require the strength and wisdom of his teenage incarnation. Trying on the Silver Gauntlets, he also discovered that they were too big for a child to wear.

Transporting himself back to the Temple of Time, he transformed himself once again and quickly returned to the Colossus. Wearing the Silver Gauntlets, the teenage Link pushed aside the heavy stones that were in his way and continued exploring. With Nabooru captive, Link would have to take on what she had hoped to accomplish within the Spirit Temple.

The halls were filled with obstacles and challenges. Along the way, he also discovered a Mirror Shield that was hidden within a chest. Overcoming every danger that crossed his path, Link fought his way toward the sinister witches.

When he found them, they were none too pleased. "What an outrageous fellow he is to intrude so boldly into our temple," said the witch named Kotake, looking directly

at Link with her beady little eyes. "We must teach this outrageous fellow a lesson!" added the second evil witch, known as Koume.

The two witches then summoned their loyal minion, an Iron Knuckle, to destroy the intruder. This behemoth carried a double-bladed battle ax and wore metal armor. By using his Bombchus, Link managed to keep a safe distance while weakening his foe. At last he defeated the soldier, and the Iron Knuckle's armor fell away to reveal a woman with bright red hair in a single ponytail—Nabooru!

Nabooru shook her head as if awakening from a deep sleep.

"Where am I?" she asked.

The witches, now mightily annoyed, used their powerful magic to disappear, taking Nabooru with them. Hoping to track them down, Link continued exploring. When he next found the witches, they joined forces: one shot fire and the other shot ice. Using the Mirror Shield that he had discovered, Link redirected each witch's attack toward the other, without taking any hits himself. He deflected three fire shots in a row while avoiding the ice shots, and then fired his arrows to finish the witches off.

Amazingly, the defeated witches now were transformed into angels and rose into the sky. Then Link stepped into the blue light that appeared and returned to the Chamber of Sages. This time he faced Nabooru.

"Kid, let me thank you," she said. "I am sorry that I attacked you earlier, but I was brainwashed by those old witches and used by Ganondorf to do whatever he wanted me to do. Now that I have been freed from the witches'

evil spell, I have become one of the six Sages, and I plan on getting them back for what they did to me.”

Moving close, she handed the Hero of Time the Spirit Medallion, and combined her powers with his.

Now all the power of the six sages was within him. Link was ready to face Ganondorf and end his evil reign. The old man, Rauru, whom Link had met earlier, reappeared, saying, “The time for the final showdown with the King of Evil has come. Before that, though, you should meet one who is waiting for you. He is waiting at the Temple of Time.”

Link played the *Prelude of Light* on his Ocarina and returned to the Temple of Time, where he found Sheik waiting.

“You have overcome many hardships and awakened the six Sages,” Sheik said. “You now have a final challenge—a showdown with Ganondorf. Before that, I have things I want to tell you.

“Seven years ago, Ganondorf used the door you opened in the Temple of Time and entered the Sacred Realm. But when he laid his hands on the Triforce, it broke into three pieces. Only the Triforce of Power remained in Ganondorf’s hands. He became the Evil King through the power of the Triforce, but his evil ambition was not satisfied. To gain complete mastery of the world, Ganondorf started looking for those chosen by destiny to hold the two other Triforce pieces.

“The one who holds the Triforce of Courage is you!” Sheik explained. “The other, who holds the Triforce of Wisdom, is the seventh Sage. She is destined to be the leader of them all.”

As Sheik finished speaking, an odd-looking Princess Zelda appeared.

"It is I, the Princess of Hyrule, Zelda," she said. "I apologize for meeting you in disguise, but it was necessary to hide from Ganondorf. As long as you had the Ocarina of Time in your possession, I thought Ganondorf could never enter the Sacred Realm, but something I could never expect happened. Link, after you opened the door of time, the Master Sword sealed you away in the Sacred Realm for seven years. The Triforce then fell into Ganondorf's hands. During this time, I passed myself off as a Sheikah, but I always believed your spirit would return.

"Now that you are back, the dark age ruled by Ganondorf will end!"

As Link listened closely, Zelda explained her plan for capturing Ganondorf:

"The six Sages will open the sealed door and lure Ganondorf into the Sacred Realm. I will then seal the door to the Sacred Realm from this world. Thus, the Evil King will vanish from Hyrule.

"In order to do this," she continued, "I need your courage once again. Please protect me while I do my part." Zelda handed Link a weapon. "Take this. This weapon, known as the sacred Arrow of Light, can penetrate the Evil King's defenses."

As Zelda finished, the earth began to shake.

"That rumbling!" Zelda cried. "It can't be! He's..."

Before she could finish speaking, Ganondorf had trapped Zelda in a crystal cage.



As Zelda explains her plan to Link, the Evil King appears and captures her.

“Princess Zelda, you foolish traitor,” said the King of Evil. “I commend you for avoiding my pursuit for seven long years. But you let your guard down. I knew you would appear if I let this kid wander around. My only mistake was to slightly underestimate the power of this kid and the power of the Triforce of Courage.”

Ganondorf laughed.

“When I take Zelda’s Triforce, I will hold two of the three pieces of this mighty power, and I’ll be able to rule the world. Link, if you want to rescue your beloved Princess, come to my castle!”

And with that, both Ganondorf and the Princess vanished.

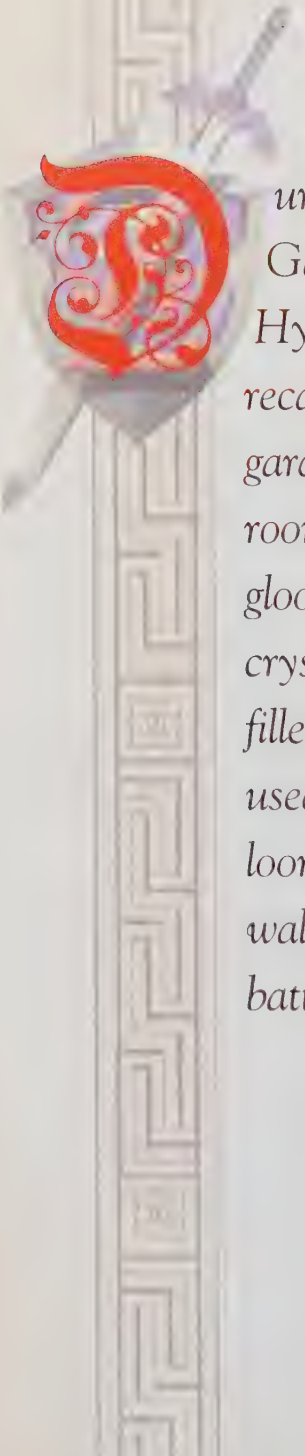


The Demise of Ganondorf



CHAPTER

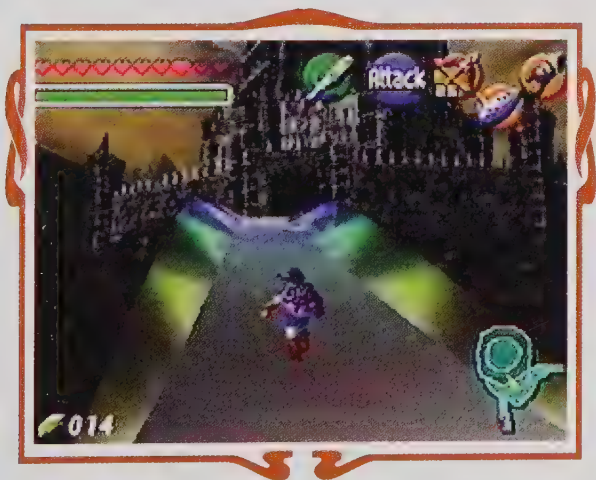
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*D*uring the seven years that the evil Ganondorf had been in power, Hyrule Castle was completely recast in his dark image. Its lush gardens were gone and its beautiful rooms were transformed into gloomy chambers. Instead of crystal-clear water, hot lava now filled the moat. And where the sun used to shine, only heavy clouds loomed. Within these cold, gray walls, Link would face his greatest battle yet.

Before approaching the castle, Link visited the shops in Hyrule and stocked up on red, green, and blue potions. Braced now for the ultimate challenge, the Hero of Time journeyed back to Hyrule Castle, only to find its lava-filled moat impassable. But then, from the Sacred Realm, Link heard a gentle voice call out.

“We six Sages will gather our power to create a bridge to the castle where Ganondorf dwells,” said Rauru. “The castle’s keep, which is now known as Ganon’s Tower, is protected by six evil barriers. You must bring down the six barriers and save Princess Zelda!”



The Sages use their magic to create a bridge so Link can reach the castle.

Once the bridge had materialized, Link crossed safely over the boiling moat and stepped cautiously into Ganondorf’s Castle. Before him stood a central tower sheathed in an evil force field. It drew power from the six

barriers the Sages spoke of. Link overcame each barrier, one by one, and obtained the Gold Gauntlets in the process. Devious traps and bloodthirsty creatures resided within these barriers. The force field fell as the last of its energy sources was snuffed. As Link ascended the tower, he fought pairs of Dinolfos, Stalfos, and Iron Knuckles. He finally reached a door with a large golden lock. He opened it with the Boss Key, a prize won during his arduous climb.

Beyond lay a room with a tall platform in its center. The pillar seemed to extend through the ceiling. Link walked partway around the room, passed through another door, and climbed red-carpeted steps up an enormous stairway to another large room located within the castle's tower.

There, Zelda floated in the air, still trapped in the magical crystal. On the far side of this room, Ganondorf played a bone-chilling song on the organ.

"The Triforce pieces are resonating," he said. "I never expected that the two Triforce pieces that I could not capture on that day seven years ago would be hidden within you two! These toys are far too powerful for you. I demand that you return them to me."

Lifting his hands from the organ's keys and waving them in the air, Ganondorf cast a magical spell, sending paralyzing, purple waves of darkness toward Link. The Evil King then took to the air and launched a seemingly endless wave of attacks so powerful they broke the floor apart.

When Ganondorf moved in to attack, Link's paralysis wore off, allowing The Hero of Time to regain control over his body. Link furiously launched a counterattack but quickly discovered that most of his items and weapons,

so useful against other enemies, were useless against Ganondorf! Fortunately, the Sages' Light Arrows still worked. By shooting these at the Evil King, Link could weaken him long enough to let him move in quickly and pummel Ganondorf with repeated swipes from his sword.

As Ganondorf struck back, the platform beneath Link shook violently, sometimes knocking Link to the ground. Each time, he would climb back up and continue the battle.



Link faces his archrival Ganondorf. It's good versus evil, and the future of all Hyrule is at stake!

The grand battle raged on, shaking the castle with the intensity of their attacks until finally it began to crumble. Link grabbed Zelda and barely escaped before the castle crashed to the ground. Ganondorf was nowhere to be seen.

"It's over! It's all over!" said Navi.

But the fairy spoke too soon—suddenly, Ganondorf emerged from the rubble, this time as a terrifying giant called Ganon, with flaming yellow eyes. Navi suggested

Link swing his Megaton Hammer against the giant's knees and feet and then fire his Light Arrows at Ganon's head.

To maintain his Life Energy and Magic Power, Link used the green, red and blue potions he'd collected during his journey. If he became too weak to fight, all would be lost! Drinking a green potion would replenish Link's Magic Meter, while drinking a red potion would refill his Life Energy. A blue potion was very powerful, because it would replenish both his Magic Meter and Life Energy.

As the ferocious battle continued, Link tried using the Master Sword against the King of Evil. However, the mighty weapon flew from his hands and landed near Zelda's feet.

"The Master Sword is over here! Hurry Link!" Zelda cried. "Use the Master Sword and destroy the Evil King."

Link raced to Zelda and grabbed for his steel blade.

From their Chamber in the Sacred Realm, all six Sages watched the unfolding action closely. Once Link, Zelda, and Navi defeated Ganondorf, they would have to seal him within the Sacred Realm and hold him there for eternity.

Wielding the Master Sword, Link charged forward to attack Ganon head-on. Zelda summoned all her magical powers to hold Ganon in place as Link delivered the final blows. Ganon's end was near. The Sages enhanced the power of Link's Master Sword and it began to glow a piercing blue. Link quickly gulped down a green potion and raced into battle.

The moment his sword pierced Ganon's flesh, Zelda called on the Sages to open wide the sealed gateway to the Sacred Realm and send the wicked Ganondorf into a void within the Evil Realm.



*Ganondorf becomes the giant Ganon—
an even greater challenge for Link.*

“Curse you Zelda! Curse you Sages!” cried Ganondorf. “Someday, when this seal is broken, that is when I will return and exterminate your descendants.”

As Ganondorf disappeared, the skies cleared and once more the sun shone on Hyrule. Suddenly, flowers blossomed everywhere, and music could be heard as the people of Hyrule and the surrounding areas celebrated Link’s victory.

Zelda looked deeply into Link’s eyes and thanked him for all he had done. She felt responsible for all that had happened.

“It is time for me to make up for my mistakes,” she said. “You must lay the Master Sword to rest and close the door to the Sacred Realm. By doing this, the road between times will, unfortunately, be closed. Link, please return the Ocarina of Time to me. As a Sage, I can return you to your original time with it.”

Tears rolled down her cheeks as Zelda realized she might never see Link again.

"When peace returns to Hyrule, it will be time for us to say good-bye. You must return to your home, transform back into a child, and regain your lost time," Zelda said.

Bringing the Ocarina of Time to her lips, she began to play. Link, engulfed in blue light, was transported back in time as he bade Zelda farewell.

"I must remain here, with the other Sages," Zelda said.

With a flash, Link materialized in the Temple of Time. Although a child once more, he still had his memories of when he'd been a teenager, and of his new-found love for Princess Zelda.

But as the Hylians, Kokiris, Gerudos, Gorons, and Zoras gathered to rejoice, the Sages worked on their magic plans to restore happiness to Zelda and Link. These two heroes were destined to be together, and the Sages would see to it they would reunite one day!





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